Perfect Effects

User Manual

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Welcome to Perfect Effects

Get an easy, fast and powerful way to create images with impact with Perfect Effects 4. Choose from a robust library of photographic effects to add professional looks to your photos instantly, including the popular HDR and retro looks. You can also recreate the look of film and darkroom techniques, add glows, vignettes, borders, and correct common photography problems. With the ability to stack, combine and blend effects, and paint in effects to specific areas, your creative options are endless.

Perfect Effects is the next generation of PhotoTools 2.6 and can be used as a standalone or directly with Adobe Lightroom, Photoshop, Photoshop Elements, or Apple Aperture.

Introduction

This introductory chapter includes general helpful information about how to use this help system, how to contact onOne Software, how to install and access the software, etc. It covers many of the foundation topics that you will need to understand to get started.

Pages in this Section

Using the Help System
Contacting onOne Software
Additional Help
System Requirements
Installation
Licensing and Registration
Opening and Saving Files
Using Modules
Using as Standalone
Using with Adobe Photoshop
Using with Adobe Lightroom
Using with Apple Aperture
Using with Other Applications

Using the Help System

This user guide is html based and readable in most web browsers. On the left side, you will see a table of contents that make it easy to find the section you are looking for. The table of contents is hyperlinked and will take you to the specified section by clicking on them. The main body of the page will show you the content you have requested. Use the scroll-bar at the right to scroll down for additional content. You may see hyperlinks in the body text. They will be blue and underlined. Clicking on one of these hyperlinks will take you to more relevant information.

You use the same forward and back buttons in your browser to navigate this user guide as you would a regular web page. You can even bookmark pages so you can find them quickly later.

If you don't see what you are looking for in the table of contents, try the search field at the upper right. You can type in what you are looking for and an index of pages will be created automatically that contain your search term.

Printing the Manual

You can print individual pages by pressing the Print button at the top of the page. A complete printable PDF version of this user guide is available in the user guide section of the onOne website. This version may be downloaded and viewed when you do not have an internet connection. The PDF version may also be installed on your tablet or eReader device for viewing off our computer.

Contacting onOne Software

At onOne Software, we value our customers and offer a variety of ways to be contacted.

- Visit our company website at:
  www.onOnesoftware.com

- For technical support please visit:
  www.onOnesoftware.com/support

onOne Software, Inc.

15333 SW Sequoia Parkway Suite 150
Portland, OR 97224
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Fax: 503-968-1469

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Additional Help

Technical Support
Contact technical support at www.ononesoftware.com/support or by filing out a request form.

Knowledge Base
Search the Knowledge Base for common issues, tips & tricks, and compatibility questions.

Frequently Asked Questions
Check the list of Hot Topics on the onOne web site. This covers the most frequently asked questions.

Video Tutorials
Visit the onOne University for free online video tutorials and archived webinars. Many users find these to be the best and fastest way to get started and learn new techniques.

System Requirements

	Minimum	Recommended
Operating System	**Mac OSX** Mac OSX 10.6, 10.7, 10.8 *(current maintenance releases, 64 bit)* **Windows** Windows Vista, Windows 7 or Windows 8 *(current maintenance releases, 32 and 64 bit)*	**Mac OSX** Mac OSX 10.7, 10.8 *(current maintenance releases, 64 bit only)* **Windows** Windows, Windows 7 or Windows 8 *(current maintenance releases, 64 bit)*
Processor	Intel Core 2 Duo, Xeon or better processor(s)	Quad-core Intel Core i5, Xeon or better processors(s)
RAM	4 GB RAM	8+ GB RAM
Hard Drive	1.5 GB for installation	1.5 GB for installation Fast 7200 RPM or SSD drives
Display	OpenGL 2.0 compatible video card with 256 MB dedicated video RAM 1280x720 resolution	OpenGL 4.0 compatible video card with 1GB dedicated video RAM 1920x1080 resolution
Optional Application Integration	Adobe® Photoshop® CS4, CS5, CS6, CC Adobe® Photoshop® Elements 9, 10, 11 Adobe® Lightroom® 2, 3, 4, 5 Apple Aperture 2.1, 3	Adobe® Photoshop® CS5, CS6, CC Adobe® Photoshop® Elements 10, 11 Photoshop® Lightroom® 4, 5 Apple Aperture 3
Other	Internet connection for activation, auto update checking, online help, content downloads and tutorials.	High-speed internet connection for activation, auto update checking, online help, content downloads and tutorials. Wacom tablet for pressure sensitive input. Hardware display calibration tool.

About Windows Video Cards

If you are using Perfect Photo Suite from a Windows based computer, it is important that you have the latest drivers for your video card installed to get the best performance. Check with your video card manufactures website for the latest drivers. Be sure your video card is OpenGL 2 compliant and has 256MB or more of dedicated VRAM. Many integrated video cards on low-end laptops may not meet these requirements.

Installation

To install Perfect Photo Suite, double click the installer icon and allow the installer to guide you. You may have downloaded the installer from the onOne Software website or it may be on a DVD if you elected for a physical shipment.

You should close any supported host applications such as Photoshop, Lightroom or Aperture as well as any standalone versions of onOne products before installing or updating.

Mac OSX

- The application is installed in the Perfect Photo Suite folder in the Applications folder.
- All plug-in files for supported host applications (such as Photoshop, Lightroom, Aperture, and Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.
- If a previous versions of Perfect Photo Suite is found, it will be maintained or replaced based on your preference during installation.
- Support files are installed into /Library/Application Support/ and ~/Library/Application Support/ folder.

Windows

- The application is installed in the Perfect Photo Suite directory in the onOne Software directory in the Program Files directory.
- All plug-in files for supported host applications (such as Photoshop, Lightroom, Aperture, and Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.
- If a previous versions of Perfect Photo Suite is found, it will be maintained or replaced based on your preference during installation.
- Support files are installed into \ProgramData\onOne Software\.

Uninstalling

To uninstall Perfect Photo Suite, follow these instructions.

You should deactivate your product before uninstalling. This will allow you to transfer your license to another computer.

Mac OSX

1. Go to the Applications/Perfect Photo Suite/Documentation folder.
2. Double click on the *Remove Perfect Photo Suite* application.

Windows

1. Go to Control Panels.
2. Under Programs select Uninstall a program.
3. In the list that comes up select Perfect Photo Suite and then click on the Uninstall button.

Licensing and Registration

Perfect Photo Suite will operate as a trial version for 30 days from when it is installed. If you have purchased Perfect Photo Suite, you will want to license it so you can continue to use it past the trial period. When you install Perfect Photo Suite it will prompt you to license it. Simply click on the license button and enter your license code. Your license code can be found in your order confirmation email if you purchased the download version directly from onOne Software. If you purchased a physical copy of Perfect Photo Suite, a sticker on the information card will have the license code on it. Your license code allows you to install Perfect Photo Suite on two computers. When you enter your license code, Perfect Photo Suite communicates with the onOne activation server and will activate your software. Your software must be licensed and activated to function past the trial period. If the computer you are activating does not have access to the internet, you can manually activate your software by following the manual activation instructions in the license dialog.

If you wish to move your copy of Perfect Photo Suite from one activated computer to new computer you will need to deactivate it first. Deactivation is a simple process. Simply open Perfect Photo Suite and select Deactivate from the Help menu. This will deactivate Perfect Photo Suite on the current machine, allowing you to install and activate it on another machine.

If you lose your activation code, have your computer stolen and can not deactivate it, need to install on more than two computers or have other activation issues please contact onOne customer service at 1-888-968-1468 or visit the support section of the onOne software website.

It is important to register your copy of Perfect Photo Suite if you did not purchase it directly from onOne Software, so we can provide you with the best possible service. Registered users of Perfect Photo Suite are eligible for free technical support, information regarding new versions and products, free updates, upgrade pricing and special offers on new products.

Product Improvement Program

We believe that the best products are made by listening to our customers. We use many methods to gather your ideas and feedback including: emails, surveys, direct conversations, market analysis and the Product Improvement Program. The Product Improvement Program is built into our software and gathers information about how our software is used. It is the most accurate way for us learn what features are important to you and how our products fit into your workflow.

Enrollment in the program is voluntary. When you participate, we collect basic information about how you use our programs and basic information about your computer. This information helps us learn what features are important to you and how we can make our software easier to use. No personal information is collected and you will not be contacted.

You can choose to participate in the Product Improvement Program the first time you launch an onOne product. You can change your participation later, just click the Help menu, then Help Improve onOne Products.

You can learn more about the Product Improvement Program here.

Opening and Saving Files

Supported File Types

Perfect Photo Suite uses the Photoshop (PSD) file format as its default file type. The Photoshop file format is a commonly supported, publicly documented file format that is also the standard file for Adobe Photoshop. It is also supported by Photoshop Elements, Lightroom, Aperture and many other image editing applications. It supports multilayered images and layer masks making it the perfect format for durable, adjusting imaging. Perfect Photo Suite also supports the opening and saving of the following file types.

- Photoshop (PSD)
- Photoshop Large Document (PSB)
- Tagged Image File Format TIFF (TIF)
- Joint Photographic Experts Group JPEG (JPG)
- Portable Network Graphic (PNG)
- Camera Raw files from over 200 digital cameras

Photoshop PSD files will maintain all the layers and layer masks you create in Perfect Photo Suite and are recommended as your main file format. If your saved file will be larger than 2 GB or 30,000 pixels on a side, your image will automatically be saved in the .PSB or Large Document format. This is a newer version of the PSD file format and still maintains all your layers and masks.

You can use the Save As command to save flattened TIF and JPG files or PNG files with transparency. Camera raw files can only be opened, not saved directly. They must be saved as another file type.

Opening Files

You may open an existing file in several ways.

1. Open the file from the File > Open menu if you are using Perfect Photo Suite as a standalone application.
2. Dragging a file onto the Perfect Photo Suite icon.
3. Double-clicking on an image in the Perfect Photo Suite Browser.
4. Sending a file to Perfect Photo Suite from a host application like Photoshop or Lightroom using the Perfect Photo Suite plug-in.

When opening an existing PSD file that has been editing in Photoshop it may contain unsupported layer types such as text layers, adjustment layers, etc. you will see a warning. You can still open a flattened version of the image if this happens. You can learn more here.

Saving Files

1. You may save the open file using the save option. If you have created a new PSD, you will be prompted to select the name and location of the file.
2. You may save a copy of the image using the Save As command. This allows you to select the name and location.
3. You may save flattened images in the TIF, JPG, PNG format from the Save As command in the file menu.
4. If you have accessed Perfect Photo Suite using a plug-in from another application, follow the instructions from that application for saving.

If you are opening a JPG, TIF, PNG, or RAW file, Perfect Photo Suite will default to saving a new PSD file. To save over the original file, use the Save As command and select the original file.

Using Modules

Perfect Photo Suite is a collection of modules, or tools, that work together to accomplish your digital workflow tasks. At the heart of Perfect Photo Suite is the Perfect Layers module which acts as the host for the other modules. It is responsible for:

- The opening and saving of files
- Merging multiple files into a single, layered file
- Selecting the layer you would like to work on in other modules

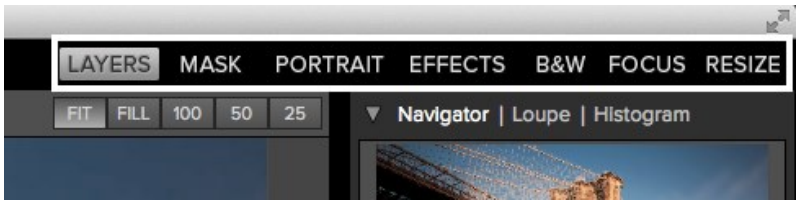
Depending on how you access Perfect Photo Suite you may never notice Perfect Layers, but it is there working in the background each time.

The Module Selector

If you access Perfect Photo Suite as a standalone application you will start in the Perfect Layers module. This is where you will open your file and prepare it for editing.

When you are ready, you will select the module you wish to use from the Module Selector in the upper right corner of the main window. You can easily switch between modules by clicking on another in the Module Selector. This allows you to perform multiple tasks during the same editing session.

When you have completed your work, you return the Perfect Layers module to save your work.



This is the module selector from the Perfect Photo Suite. It contains all of the available modules that onOne Software makes. If you have purchased a single product, you will only see that product module and Perfect Layers in your module selector.

If you access Perfect Photo Suite as a Photoshop Plug-in you will not see the Module selector. You will also not see the module selector if you use the following modules as plug-ins through Lightroom or Aperture:

- Perfect Portrait
- Perfect Effects
- Perfect B&W
- FocalPoint
- Perfect Resize

When you access these modules as plug-ins you use them on their own and then return back to Lightroom or Aperture directly. Your file will be saved and closed automatically. If you access Perfect Layers or Perfect Mask through Lightroom or Aperture you will start in the Perfect Layers module.

If you want to have access to all your modules during an editing session from Lightroom or Aperture, select the Perfect Layers plug-in. This will start you in Perfect Layers and the Module Selector will be visible, allowing you to access all of the installed modules.

Using as Standalone

Perfect Photo Suite can be used as a standalone application without the need of Photoshop, Lightroom or other host application. To launch it follow these steps:

Mac OSX

1. Open your Hard Drive.
2. Navigate to the Applications folder.
3. Navigate to the Perfect Photo Suite folder.
4. Double click on the Perfect Photo Suite application icon.

You can add Perfect Photo Suite to your dock for easy access by clicking and holding the icon in the dock, then select the Keep In Dock option. If you use Launchpad it can be found there as well.

Windows Vista and 7

1. Go to your Start Menu.
2. Select the onOne Software group.
3. Select Perfect Photo Suite.

If you selected the "Add Icon to Desktop" option during installation you can also access Perfect Photo Suite from there.

Windows 8

1. Open the Start screen by pressing the Window key.
2. Select Perfect Photo Suite.

If you selected the "Add Icon to Desktop" option during installation you can also access Perfect Photo Suite from there.

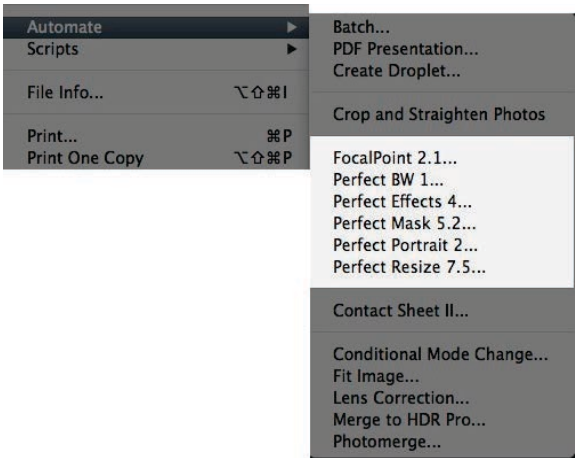
[Using with Adobe® Photoshop®]

If you have the Premium Edition of Perfect Photo Suite, you can access it as a plug-in through Adobe® Photoshop® or Photoshop® Elements®. This includes the onOne panel for Photoshop for fast access to plug-ins and their presets. As a Photoshop plug-in you can use modules in the Photoshop workflow. This includes using selections and masks as well as Smart Objects and Smart Filters. You can also record actions for automating and batch processing.

If you do not have the Premium Edition of Perfect Photo Suite and would like to use it inside of Photoshop, contact onOne Customer Service about upgrading to the Premium Edition.

To use Perfect Photo Suite inside of Adobe Photoshop follow these steps:

1. Open the image you want to work on.
2. Select the layer you want to work on. Generally Perfect Photo Suite works on a copy of your selected layer, not the entire image.
3. From the File menu, select Automate, and then the module you would like to use.



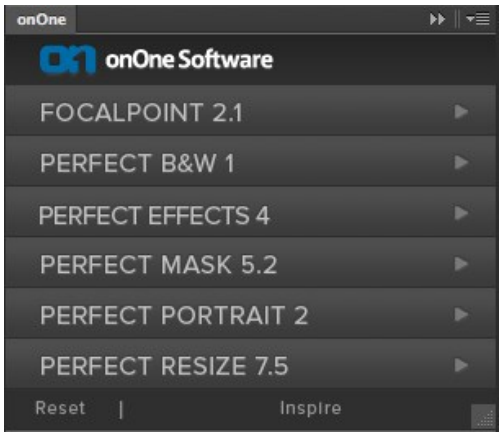
To use Perfect Photo Suite inside of Adobe Photoshop Elements, follow these steps:

1. Open the image you want to work on.
2. Select the layer you want to work on. Generally Perfect Photo Suite works on a copy of your selected layer, not the entire image.
3. From the File menu, select Automation Tools, and then the module you would like to use.

Perfect Layers is not accessible from Adobe Photoshop or Photoshop Elements.

onOne Panel

Users of Adobe Photoshop CS4 and higher can also access Perfect Photo Suite as plug-ins using the onOne Extension Panel. This provides fast access to the Perfect Photo Suite and its presets. To access the onOne panel, go the Window > Extensions menu in Photoshop and select **onOne.**



The onOne panel behaves just like any other panel in Photoshop. It can be minimized or nested with other panels. To access a module, simple double-click on it. To use a preset, single click on the module name. A menu of available presets will be displayed. Simply double-click on one to apply it to your selected layer.

If you wish to record actions using Perfect Photo Suite be sure to access it from the File > Automate menu when recording.

[Using with Adobe® Lightroom®]

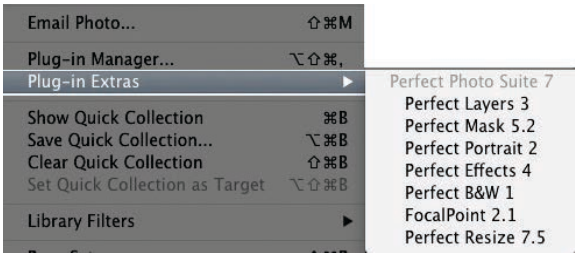
If you have the Premium or for Adobe® Lightroom® & Apple® Aperture® version of Perfect Photo Suite you can access Perfect Photo Suite as a plug-in inside of Lightroom. This provides an integrated, round-trip workflow.

Perfect Photo Suite is the perfect companion for Adobe Photoshop Lightroom. It integrates tightly with it and provides a seamless experience for enhancing your images. There are several ways to use Perfect Photo Suite with Lightroom.

Plug-In Extras

Perfect Photo Suite can be accessed from the File > Plug-in Extras menu. This is the preferred way to access it. It gives you access to all installed modules and has the most flexibility in how the files are handled. To edit an image in Perfect Photo Suite follow these steps.

1. Select the image in Lightroom.
2. Go the File menu and select the Plug-In Extras flyout.
3. Select the module you would like to use.



When you access Perfect Photo Suite as a plug-in from Lightroom the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close the image from the Perfect Layers module.

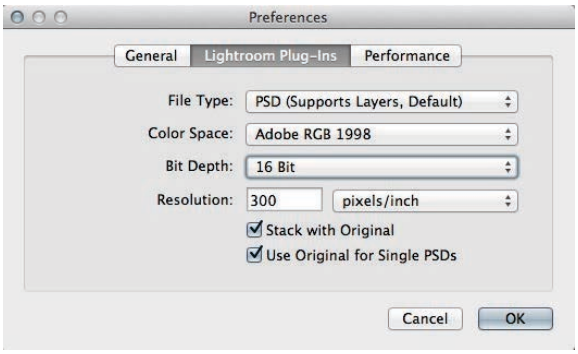
When you select a module other than Perfect Layers or Perfect Mask your image will be sent to it directly and when you press Apply, the image is saved and closed automatically and you are returned back to Lightroom.

Selecting Multiple Images
If you have multiple images selected, the behavior varies depending on which modules you select.

- Perfect Layers or Perfect Mask: Multiple images will be merged into a new, multilayered file. Then you may access any modules available in the Module Selector.
- All other plug-ins: The first image will be opened in the selected module. You make your adjustments and then when you hit apply the image is automatically saved and closed. Then the subsequent images are processed with the same settings automatically.

Lightroom Plug-in Preferences

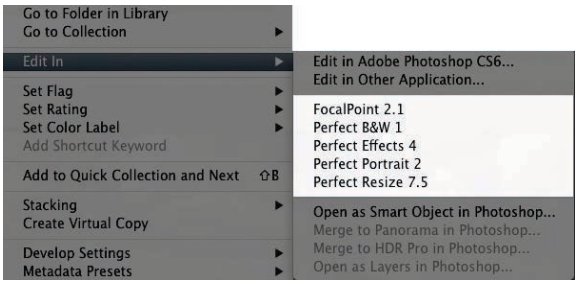
When you use Perfect Photo Suite through the Plug-In Extras menu there are important file handling options that are controlled in the Preferences dialog of the Perfect Layers module. These need to be configured in advance based on your desired workflow.



File Type: The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIF if you prefer those formats and are not concerned about maintaining layers. The last option is same as source, which maintains the file type of the original file, except for Camera raw files which are saved as PSD.
Color Space: The color space drop-down menu determines what RGB working color space is used; Adobe RGB 1998, sRGB or ProPhotoRGB.
Bit Depth: The bit-depth drop-down menu determines the bit depth, either 8-bit or 16-bit per pixel.
Resolution: The resolution drop-down menu determines the resolution of the file.
Stack with Original: When enabled, the new image is stacked with the original image, making it easier to organize.
Use Original for Single PSDs: When enabled, if you select a single PSD file, it will be edited directly, rather than having a copy made.

External Editor

You can also access modules as external editors for all modules except Perfect Layers or Perfect Mask. You can access them from the Edit In contextual menu. These behave similarly to the plug-ins in the Plug-In Extras menu but ignore the preferences set in Perfect Layers. Instead you have the option to control a subset of these options each time you access a module, in the same way you do when you access Photoshop or any other external editor.



Batch Processing

There are two ways to batch process multiple images in Lightroom with Perfect Photo Suite. It depends on the number of images that you want to process and where you want them saved as to which method is best.

Small Batches

If you have a small number of images you can batch process them using the same method you would process a single image using the plug-in from the Plug-in Extras menu. A good example would be two similar images that you would like to process the same way. Follow these steps.

1. Select both images.
2. Go to the Plug-in Extras menu and select the module you would like to use.
3. The first image will open in the module, do your work.
4. Press Apply.

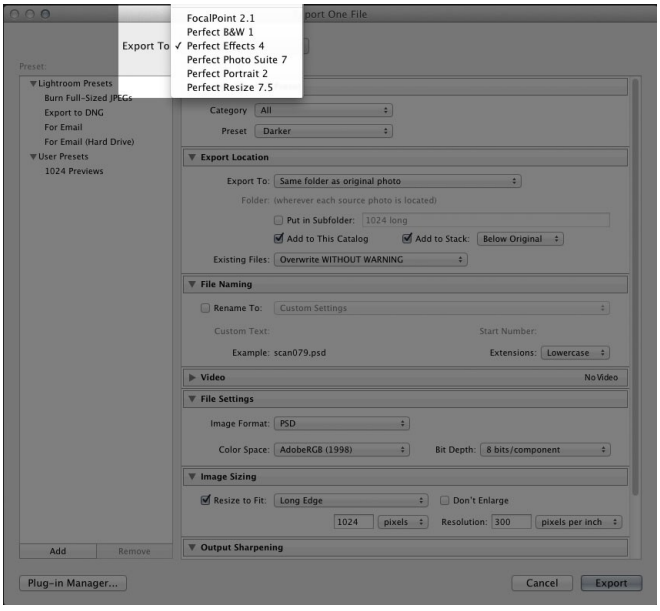
The first image will be saved and closed automatically. The second image will be opened in the module and the settings used on the first image will be applied automatically, then it will be saved and closed and you will be returned to Lightroom.

- *Remember, you can't batch process with Perfect Layers or Perfect Mask, your images will be stacked to create a new multilayered file instead.*
- *If you need to use brushes to apply effects, you should not batch process as brushing is not repeated on multiple images.*

Large Batches

If you need to batch process a large number of images, or control the file size, naming or save to location you should batch process through Lightroom's Export dialog, located in the File menu. Batch processing through Export is driven by presets, so you need to create a preset that accomplishes the work you desire first.

1. Select the images you wish to batch process.
2. Go the Export under the File menu.
3. At the top under the Export to drop-down, select the module to use.
4. Complete the module specific options below. These will start with the preset, followed by options for selecting the export location, file naming, file size, etc.
5. Press the export button.



You cannot save Lightroom export presets or use the Export with Previous option.

[Using with Apple® Aperture®]

If you have the Premium or for Adobe® Lightroom® & Apple® Aperture® Edition of Perfect Photo Suite you can access Perfect Photo Suite as a plug-in inside of Aperture. This provides an integrated, round-trip workflow.

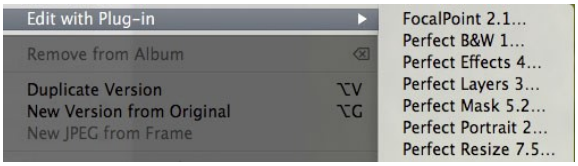
Perfect Photo Suite integrates tightly with Apple Aperture and provides a seamless experience for enhancing your images.

Perfect Photo Suite can be accessed from the Photo > Edit with Plug-In menu. To edit an image in Perfect Photo Suite follow these steps.

1. Select the image in Aperture.
2. Go the Photo menu and select the Edit with Plug-In flyout.
3. Select the module you would like to use.

When you access Perfect Photo Suite as a plug-in from Aperture the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close the image from the Perfect Layers module.

When you select a module other than Perfect Layers or Perfect Mask your image will be sent to it directly and when you press Apply, the image is saved and closed automatically and you are returned back to Aperture.



Selecting Multiple Images

If you have multiple images selected, the behavior varies depending on which modules you select.

- Perfect Layers or Perfect Mask: Multiple images will be merged into a new, multilayered file. Then you may access any modules available in the Module Selector.
- All other plug-ins: The first image will be opened in the selected module. You make your adjustments and then when you hit apply the image is automatically saved and closed. Then the subsequent images are processed with the same settings automatically.

The file type, bit-depth and color space of the image is determined by the preferences in Aperture for external editors. Perfect Photo Suite will maintain the file type, either PSD or TIF automatically to support compatibility with plug-ins from other manufactures. Keep in mind only PSD files store re-editable layers and mask.

Using with Other Applications

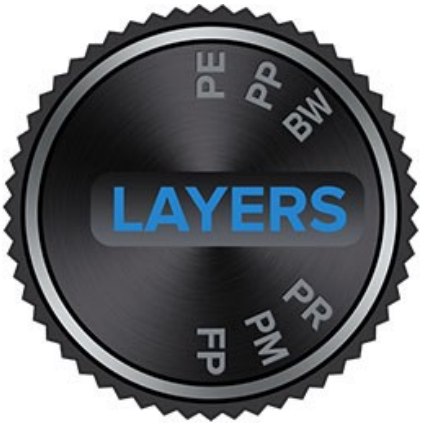
You can use Perfect Photo Suite as an external editor with many other workflow applications such as Adobe Bridge or Apple iPhoto. First check the application user guide to see if it supports external editors. It should detail how to configure the host application to use an external editor. Generally this will include selecting Perfect Photo Suite setting the file type to send to it. It is best to use PSD files if supported. Below are the instructions for configuring iPhoto.

1. Open the Preferences dialog, from the iPhoto menu.
2. Click on the Advanced tab.
3. From the Edit Photos: pop-up select the In Application... option (note if you have ever selected another external editor, it may be listed here instead.)
4. From the Choose dialog that appears, navigate the the Perfect Layers folder, inside the Applications folder and select Perfect Layers.
5. In the RAW Photos: option, uncheck the Use RAW when using external editor option, and check the Save edits as 16-bit TIFF files option .

Perfect Layers (Home)

Perfect Layers is the home base module for Perfect Layers. It is responsible for:

- The opening and saving of files
- Merging multiple files into a single, layered file
- Selecting the layer you would like to work on in other modules



Depending on how you access Introduction you may never notice Perfect Layers, but it is there working in the background each time.

On its own, Perfect Layers is incredibly useful, especially if you don't own Adobe Photoshop. It is the fast and easy way to a layered workflow. Use it to change skies, composite multiple images together or retouch portraits.

Some of the features:

- Combine multiple images into a layered Photoshop-compatible file.
- Adjust layer size, position, blending mode and opacity.
- Use the built-in layer masks and masking tools to blend multiple layers together.
- Use the Retouch Brush to remove blemishes and dust spots.

With Perfect Layers, multiple images can be merged as separate layers of a single new file. Then photographers can easily reorder and position each layer; As well as change blending modes and opacity. In addition, photographers can selectively blend, or mask layers together using the Masking Brush and Masking Bug developed originally for PhotoTools and FocalPoint. Perfect Layers saves its work as native layered Photoshop files so users can open them directly with Photoshop for additional editing.

Getting Started

This getting started section will give you the basics of using Perfect Layers. If you have never used Perfect Layers before, this is a good place to start. You might also try watching the getting started video tutorial. For detailed information on steps and controls mentioned in the getting started section, see the "Using Perfect Layers" section instead.

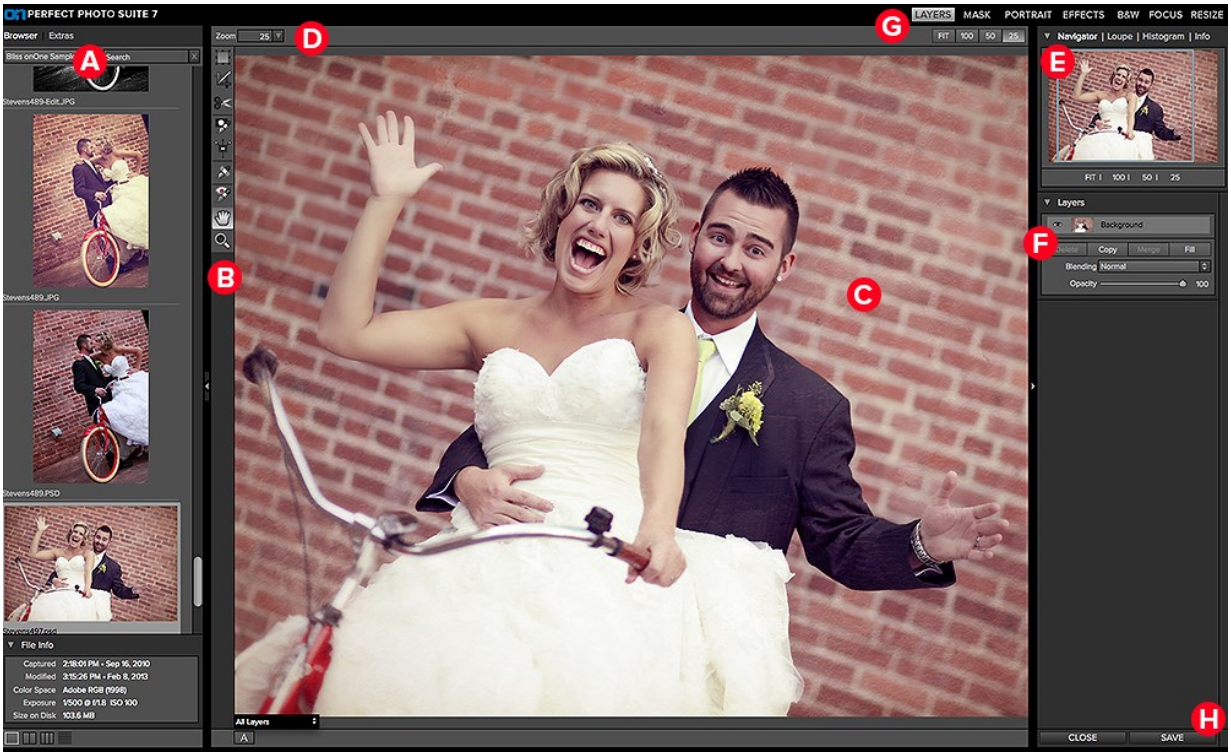
Pages in this Section

Perfect Layers Workspace
Perfect Layers Tool Well
Using the File Browser
Navigating the Preview
Navigator, Loupe, Histogram and Info
Preview Window Modes

Perfect Layers Workspace

Perfect Layers provides you with an easy-to-use work space for editing your photos. Below is an overview of the main sections.

The Main Window:



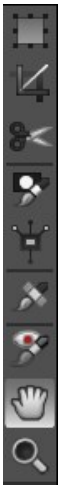
The main window sections of Perfect Layers:

A. Browser Section: This is located on the left side of the window. It is where you browse and select your images.
B. Tool Well: This is where the tools are located.
C. Preview Window: This is the main section where you preview and work on images.
D. Tool Options Bar: This strip above the preview window contains the options for the selected tool.
E. Navigator, Loupe Histogram and Info Pane: This pane will access navigational, loupe,histogram features as well as file information.
F. Layers Pane: This is where you control the image order and apply blending modes.
G. Module Selector: This is where you select other modules to work in.
H. Close & Save Buttons: This is one way to save or close the current image.

Perfect Layers Tool Well

There are nine different tools in the tool well.

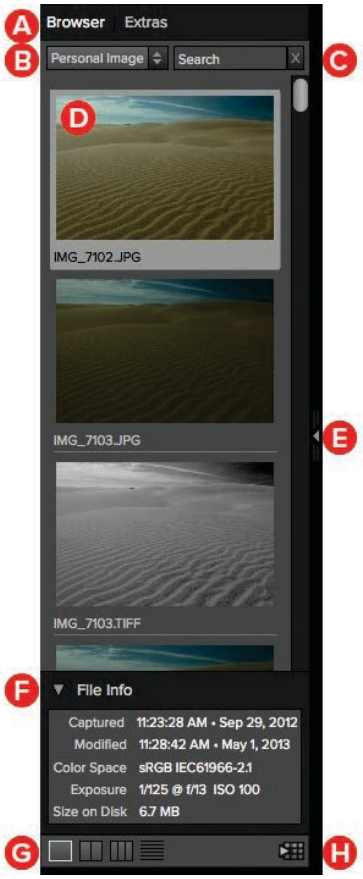
More details about each tool are covered in the following chapters, click on a tool title to learn how to use it.



Transform Tool	This moves and changes the size and rotation of your layer.
Crop Tool	This crops your image.
Trim Tool	This trims a single layer.
Masking Brush	This masks areas using brush strokes to expose underlying layers.
Masking Bug	This masks areas using gradients to expose underlying layers.
Retouch Brush	This retouches small imperfections.
Red Eye Tool	This tool reduces red eye.
Pan Tool	This tool repositions your image within the preview window.
Zoom Tool	This tool changes the magnification in the preview window.

Using the File Browser

Built into Perfect Layers is a file browser, located in the left panel. You can use it to browse your images as well as content you download from the onOne website. The browser starts by displaying a series of sample images used in many of the onOne Software video tutorials. Below is a description of the controls in the file browser.



A. Browser Tabs: This switches between the Browser tab and the Extras tab. The Extras tab displays the included backgrounds, borders and textures.
B. Folder Tree: This drop-down menu displays the folder paths above the folder you are browsing. You can use this to quickly navigate up the folder tree. The currently selected root folder is displayed here as well.
C. Search Field: Use the search field to locate files in the current sub-folder. Simply start to type and your results will appear in a new sub-folder called search results while you type.
D. Image File: A file is displayed as a thumbnail of the image and will have the filename and extension listed below it.
E. Resize Handle: On the right edge is a resize handle that you can drag to change the size of the browser or close it.
F. File Info: This window will show captured and modified dates, color space, exposure settings and size on disk if applicable.
G. Browser Modes: These icons control the browser views. One column, two column, three column or list view.
H. Quick View Browser Button: Press this button to open the current folder in the Quick View Browser.

Browsing a Folder

- You can select which folder to browse by selecting Browser... in the File menu.
- The last folder you browsed will be remembered and displayed automatically.

Navigating the Browser

- To open a sub-folder, click on it. To close it, click on it again.
- Only one top-level folder can be open at a time.
- Double-clicking on a folder sets it to the root folder and its name will appear in the folder tree drop-down.
- The selected item, either a folder or file, will have a light silver box around it.
- You can use the up and down arrow keys to change your selection in the browser.
- You can open or close folders using the command (control on Windows) up and down arrows.
- You can select multiple files by holding down the shift key.

You cannot move or delete files from the File Browser.

Opening Files from the Browser

- You can open an image in the browser by double-clicking it. If you already have an image open you will be prompted to either merge the selected file as anew layer or to open it as a new file.
- If you have multiple images selected, you can open them as layers using the Open Selected from Browser command in the File menu.

Searching for Files

- To search for files in the currently selected folder, type in the name of the file in the search field.
- The search results appear in a new sub-folder called search results, which will be selected automatically.
- You can clear the search field by pressing the x at the right end of the search field.

Browser Pop-Up

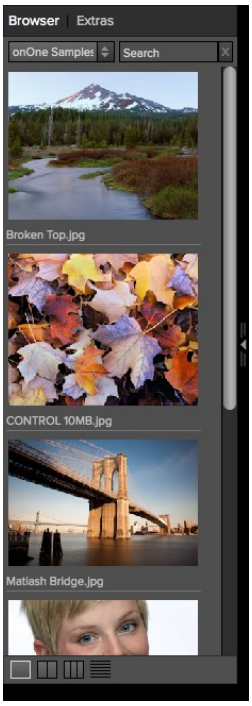
- To view a larger preview on an image, enable the Show Browser Pop-up in the View menu.
- When you mouse over a thumbnail, a larger preview will be displayed in a pop-up window.

Resizing and Closing the Browser

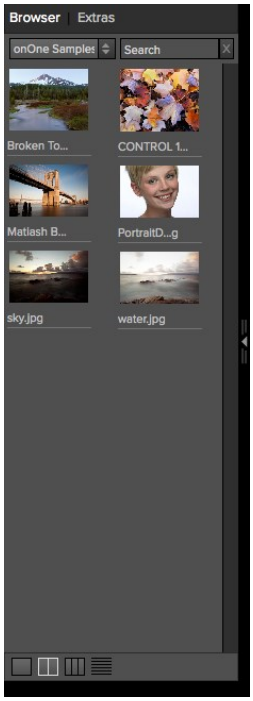
- The browser can be resized by dragging the resize handle on the right margin of the browser.
- The browser can be closed or reopened by clicking on the resize handle or using the cmd (control on Windows) left and right arrow keys.

Browser Modes

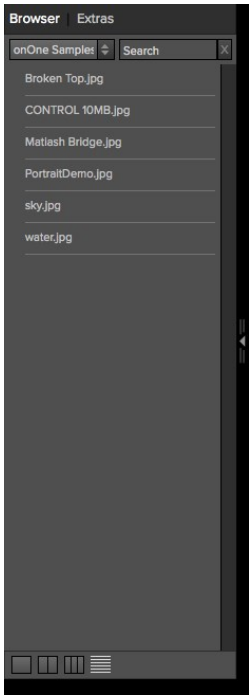
The browser offers four viewing modes. Three that display thumbnails in columns and one list view. The browser modes are selected using the browser mode icons at the bottom of the browser.



single column view



two column view



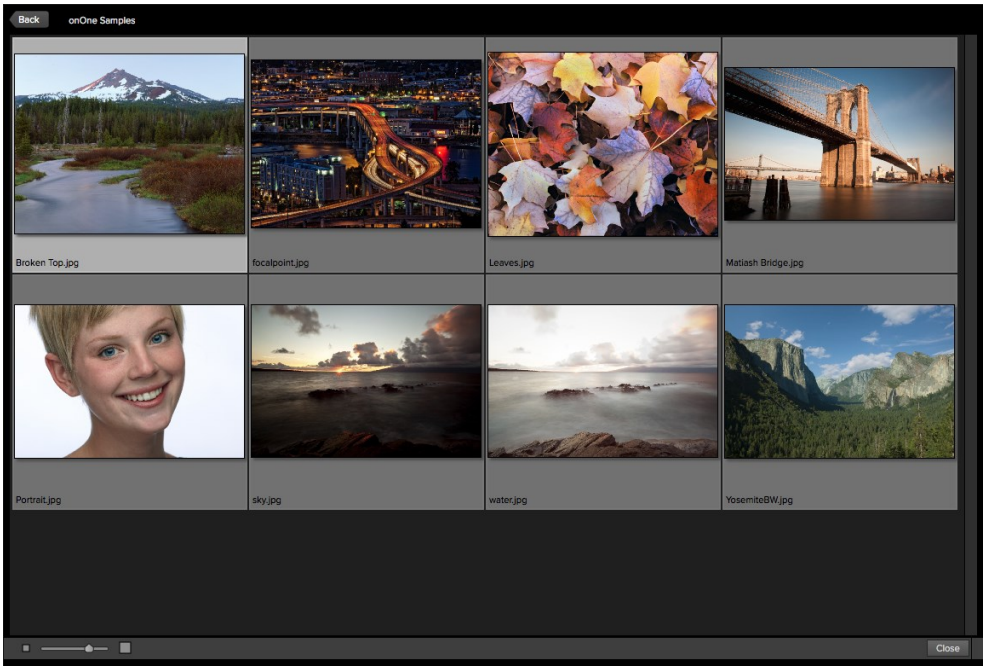
list view

Extras Tab

- The Extras tab displays add-on content including backgrounds, borders and textures.
- When you download content packs from the onOne website they are automatically installed in the Extras tab.

Quick View Browser

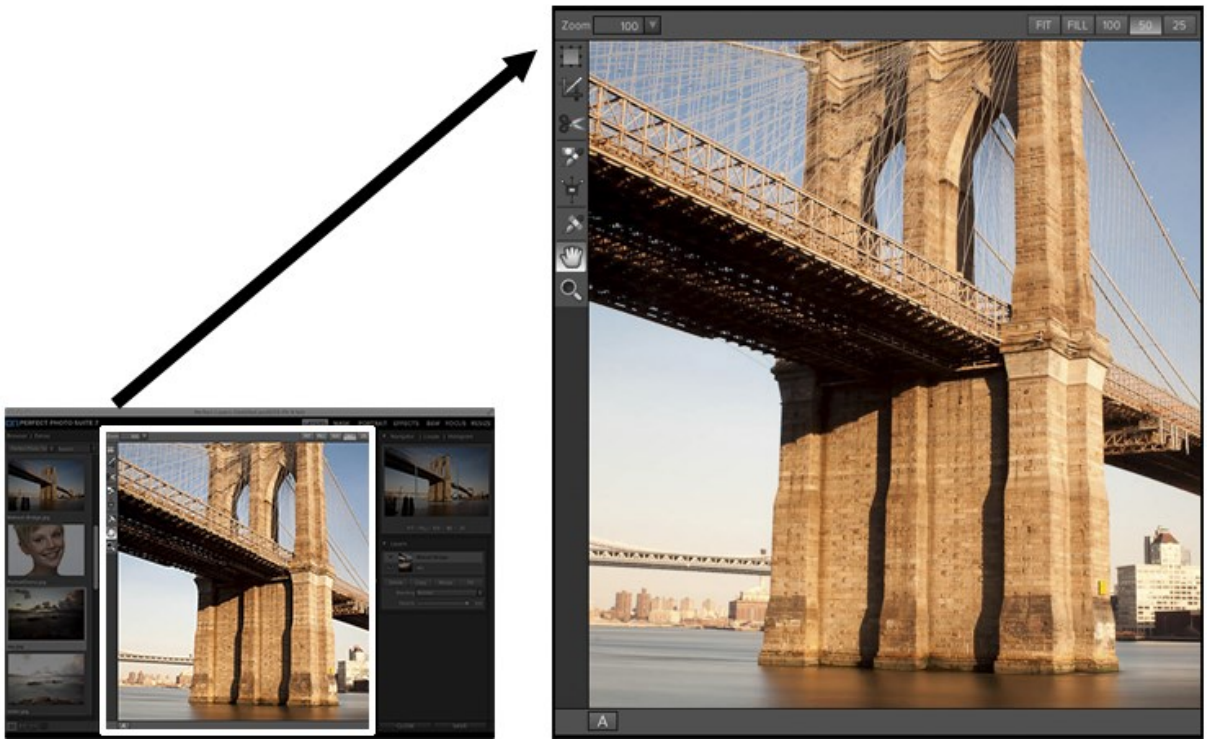
The Quick View Browser adds an elegant full-screen view of your images, effects and presets. Whether you are looking for the right image or the right look, the Quick View Browser will make fast work of the problem. Just press the Quick View Browser button (or the command up or control up keyboard shortcut) and you will see the full array of options to choose from. You can visually navigate categories, then dive into them to find just the right look.



- Browse folders and images quickly to find the right one to work on.
- View all your effect or preset categories at one time, then dive into them to find the perfect look with an effortless, tablet feel.
- Variable thumbnail sizes gives you a few large previews or many small ones depending on your screen size and content.
- Back button and breadcrumbs make it easy to navigate a complex folder structure.
- Use your keyboard arrow keys to navigate.
- Press the return key to select an item or open a folder.
- Use the command or control left arrow to go up a folder level.

Navigating the Preview

Perfect Layers provides several ways to navigate and view your image in the Preview window.



The Preview Window above is the main section where you preview and work on images.

Hand Tool

The Hand tool is used to position the image within the Preview window, whenever the preview zoom is larger than the viewable area.

To pan (scroll) in the Preview window:

- Select the Hand Tool and drag the image until you locate the area you wish to view.
- With any other tool selected, hold down the spacebar while you drag the image in the window.

Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview window.

With the Zoom tool selected:

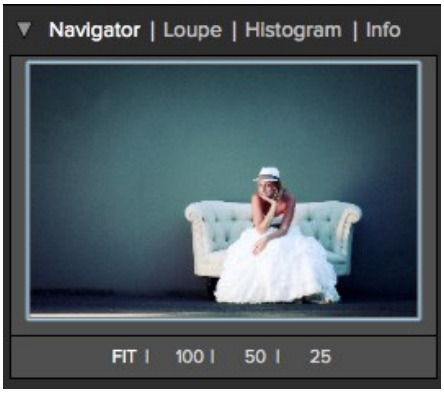
- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview window to draw a rectangular, the screen fills with the area within the rectangle when you release the mouse.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out.

Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when examining small details.

Navigator, Loupe, Histogram and Info

At the top of the control panel on the right of the main window is the Navigator | Loupe | Histogram | Info panes. It contains four useful tools for inspecting and viewing details of your image.

The Navigator Pane



This gives you a birds-eye view of your image. The blue square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the blue region.

At the bottom of the Navigator pane are several Zoom presets. Click on a Zoom preset to activate.

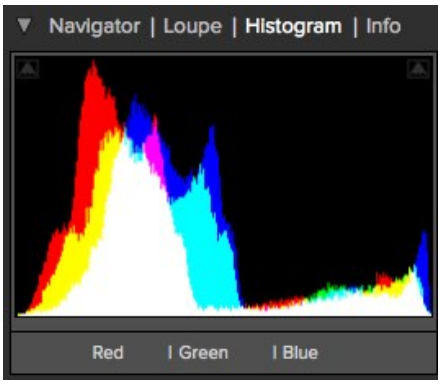
- FIT: Zooms to fit the current canvas size. This allows you to see your entire image.
- FILL: Zooms to fit the current layer. This is great if you are working on a layout and want to zoom in on a smaller layer you are adjusting.
- 100: Zooms to 100% or actual pixels. This is best for judging small details.
- 50: Zooms to 50%
- 25: Zooms to 25%

The Loupe Pane

This gives you a magnified view of the section of the preview under the cursor. This allows you to view the quality of your results while maintaining a complete view of your image.

At the bottom of the Loupe Pane is a sliding for adjusting the zoom level.

The Histogram Pane



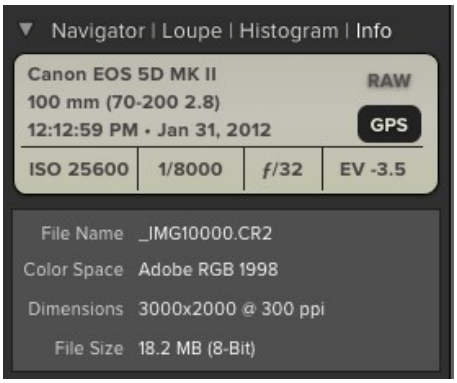
This gives you a color chart of the shadow, mid-tone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.

The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

The Info Pane

The info pane will display important metadata about your file including:



- Camera type
- File type
- Focal length and lens information
- Date and time captured
- Exposure information
  - ISO
  - Shutter Speed
  - Aperture
  - Exposure Value
- Filename
- Color Space
- Dimensions
- File Size and Bit Depth

If your camera allows for GPS the GPS button will be viewable and you can click on it to get the GPS cordinates for where the image was taken. This feature only works if you have GPS enabled on your camera or mobile device. Otherwise you will not see the GPS button.

The Info panel is not visible when you access Perfect Layers as a Photoshop plug-in.

Preview Window Modes

The preview window has several modes including; single image, side-by-side (horizontal or vertical) and split-screen (horizontal or vertical) versions of an image. This allows you to compare layers side-by-side or to view a layer mask and the layer side-by-side. At the bottom left of the Preview Window is a button that toggles and shows the current Preview Mode. You can also change the mode from the View menu.

Single Mode Screen.

Left-Right Screen.

Left-Right Split Screen.

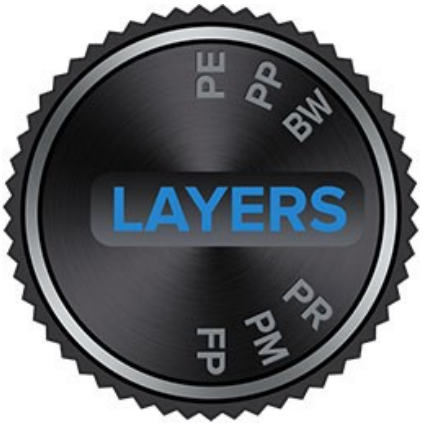
Top-Bottom Screen.

Top-Bottom Split Screen.

Tip: You can use the keyboard shortcuts below to quickly switch view modes. Items in parenthesis are for Windows.

Command (Control) L: Change the preview mode to Left/Right.
Command-Option (Control-Alt) L: Change the preview mode to Left/Right Split screen.
Command (Control) T: Change the preview mode to Top/Bottom.
Command-Option (Control-Alt) T: Change the preview mode to Top/Bottom Split screen.
Command (Control) Y: Change the view mode to single image.

Using Perfect Layers



This section covers the complete use of Perfect Layers. It includes how to use each tool and control as well as information on preferences and menu options.

Pages in this Section

Creating a New File and Adding Layers
Adjusting Canvas Size
Cropping the Image
Working with Layers
Masking Layers
Preferences
Menus
Keyboard Shortcuts

Creating a New File and Adding Layers

You can create a new file in several ways.

1. Create a new, empty file from the File > New menu. The New Image dialog is presented, see the image to the right. From the New Image dialog, you have the following options.
    - **Name:** Presets the name of the image.
    - **Preset:** Lists a range of preset image dimensions for common print sizes**.**
    - **Width:** Sets the width. There is a drop-down menu that includes inches, cm and pixels.
    - **Height:** The same as the width, just for setting the height.
    - **Swap Dimensions button:** Pressing this button will swap the current width and height.
    - **Resolution:** Sets the resolution of the image.
    - **Color Space:** Sets the color space (icc profile) of the image. The default is set based on the user preferences. Only RGB color space profiles are available.
    - **Bit Depth:** Sets the bit depth of the image, either 8 or 16 bit.

1. Merge one or more images together using the Add Layer from File command.
2. Merge one or more images together using the Lightroom or Aperture plug-ins or external editor option.
3. Dragging one or more images onto the Perfect Layers icon.

Adding Layers from Files

You may add images (flat or layered) as layers into an open file by:

1. Using the Add Layer from File command from the File menu.
2. Using the Lightroom or Aperture plug-ins when an image is already open.

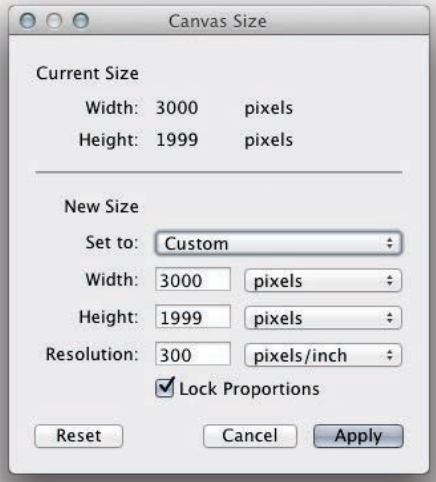
Attempting to open or merge files from the application icon or from the Lightroom or Aperture plug-ins will prompt the user to either merge the files into the existing image or create a new one.

Adjusting Canvas Size

The canvas size, or image size is the aperture through which you view the layers. An image may have layers that are larger than the canvas size and are partially hidden by the canvas size aperture.

1. When creating a new empty file from the File > New dialog, an arbitrary size is set by you. When creating a new image, you have the option to set the resolution.
2. When creating a new PSD file by merging other files together using the Add Layer from File command, the source image that has the largest pixel dimensions will become the bottom most layer and will set the canvas size. The canvas size is adjustable by the user.
3. When opening an existing PSD file, the canvas size is already set. The canvas size is adjustable by the user by accessing the Canvas Size dialog from the Edit menu.

Layer image data outside the canvas area is maintained.



Adjusting the Canvas Size

1. In the top section, Current Size, it displays the current canvas size and is non-editable.
2. Below the Current Size is the New Size section. It displays the current width and height and is editable.
    - There is a drop-down menu with options for pixels, inches, and cm.
    - There are width and height fields where you can adjust the canvas size.
    - The canvas size dialog does not interpolate (resize all the layers at the same time). This is the same as the image size dialog box in Photoshop when the resize image option is disabled.
    - There is a lock proportions toggle that locks the width and height proportions together. Adjusting the width will change the height proportionally. This option is on by default.
    - At the top of the new size section is a pop-up called Set To.

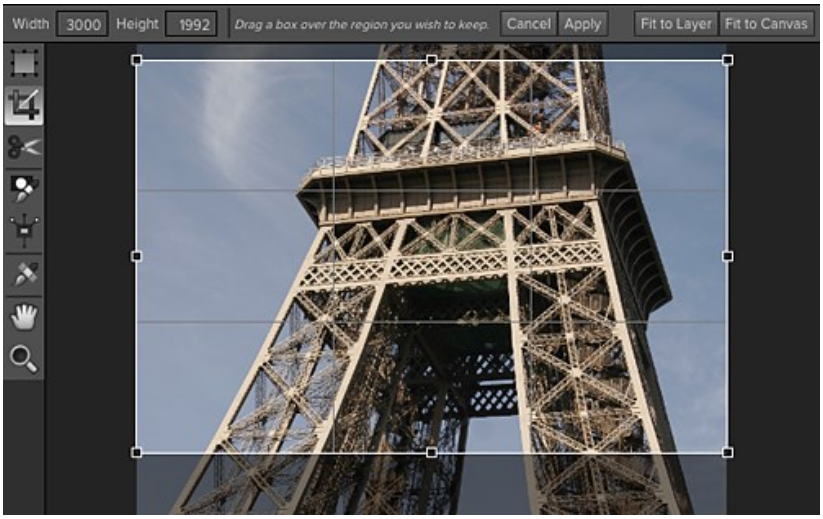
        The values in the pop-up are; Current Layer, All Layers and Custom.

        - When a user selects the current layer option, the width, and height are set to the size of the currently selected layer(s).
        - If the user selects all layers, the width and height are set to the union of all the layers, making all the pixels on all layers visible in the canvas.
        - If the user selects one of the layer size options and then manually overrides them, the pop-up changes to custom.

Cropping the Image

Crop Tool: This is used to crop the entire image.

The crop tool removes any pixels outside a crop box and changes the canvas size at the same time. To crop the image, select the Crop Tool from the tool well. Then drag a box over the area you wish to keep. The area outside the crop box appears darkened for guidance. You can resize and move the crop box. When you are satisfied with your settings, press the Apply button in the Tool Options Bar or press enter.



Moving the Crop Box

To move the Crop Box, simply click and drag inside the box. You can also nudge the box using the arrow keys on your keyboard.

Resizing a Crop Box

To resize the Crop Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides at the same time. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. You cannot rotate a Crop Box. You can enter the size in pixels of the crop box by typing in the width and height fields of the Tool Options Bar. There are also buttons to automatically set the crop to the current layer or canvas size.

Working with Layers

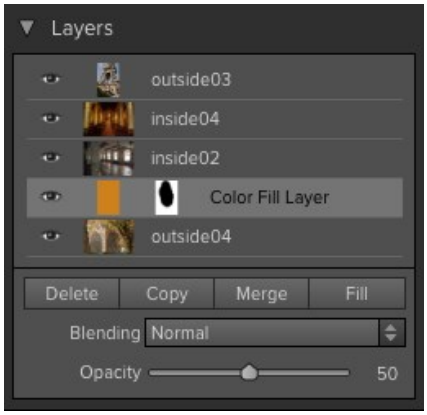
The concept of a layers and a layered workflow is the key benefit of Perfect Layers. Having the ability to create composites of multiple layers is the most powerful tool in a photographer's arsenal and is the hear of many photographers workflows. This feature is lacking in Lightroom and Aperture and requires photographers to purchase Photoshop which is expensive and cumbersome to learn.

Articles in this Section

The Layers Pane
Transforming Layers
Trimming Layers
Using Color Fill Layers
Retouching Layers
Red Eye Tool

The Layers Pane

Layers are listed in the Layers Pane, located in the right column. It lists the layers and contains the controls to adjust them.



Layer Visibility

You may change the visibility of a layer (hide it) by pressing the eye icon to the left of the layer thumbnail. This will hide a layer without deleting it. You can hide all layers except the current layer by holding the option (Mac OS X) or alt (Windows) key when clicking on the eye icon. This is especially useful for viewing the bottom most layer, which in some cases is the original image. This acts like a before and after preview.

Changing Layer Order

You may change the order of layers by dragging and dropping layers into the order you prefer. You may select multiple layers at the same time by holding down the command (Mac OS X) or control (Windows) key while clicking.

Renaming Layers

You can rename a layer by double-clicking on it. The name turns into an editable field. Type in your preferred name and press enter. When merging files together the layer name is the name of the source image. This is a useful verification of the source image.

Deleting a Layer

You may delete a layer by selecting the layer, then pressing the Delete button. You may also use the Delete key on your keyboard.

Duplicating a Layer

You may duplicate or copy the current layer by pressing the Copy button. You may also use the command (Mac OS X) or control (Windows) + J keyboard shortcut.

Merging Layers

You may merge layers by selecting them and then pressing the Merge button. You may also use the command (Mac OS X) or control (Windows) + E keyboard shortcut.

Creating Color Fill Layers

Color Fill Layers are new layers filled with a solid color. They are useful for altering the color and tone of the image. To create a Color Fill Layer, press the Fill button. You can learn more about using Color Fill Layers here.

Changing Blending Modes

Blending modes determine how the selected layer blend with the layer(s) below it. The default blending mode is normal. This maintains the full opacity of the upper layer. Perfect Layers also supports many other blending modes which can be used to alter the brightness, contrast and color of the image by combining either a copy of the underlying layer or a Color Fill Layer.

Changing Opacity

The opacity slider controls how opaque, or how strong the selected layer is. The default is 100%. At lower settings, the layer will blend with the layer(s) under it. Altering the blending mode and opacity of a layer can create a wide range of color and tone effects.

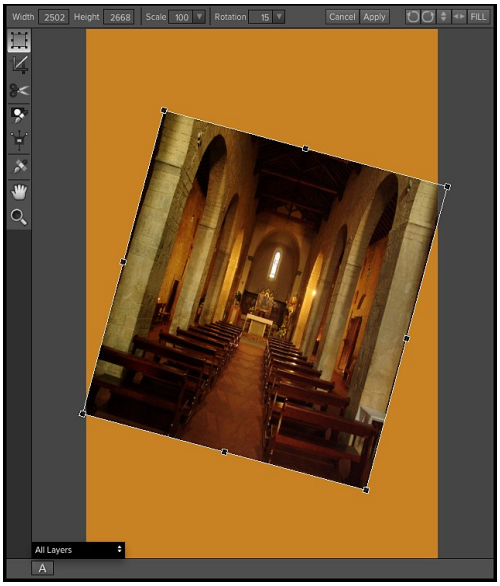
Layer Masks

If you use any of the masking tools, a layer mask will be created automatically. A layer mask appears as grayscale thumbnail next to the layer icon. There is no need to select the layer mask to work on it, invert it, or reset it. Think of it as always selected with the layer.

Transforming Layers

Transform Tool: The Transform Tool is located at the top of the tool well. It is used to manipulate the image and layers.

A layer may be repositioned, sized or rotated using the Transform Tool. When the Transform Tool is selected, transform handles will appear on the edges of the selected layer. You use these transform handles to manipulate the image. You can only transform one layer at a time.



Repositioning a Layer

To reposition a layer, simply click and drag inside the transform box. You can also use the keyboard arrow keys to nudge a layer one pixel in any direction.

Resizing a Layer

To resize a layer, click and drag on any of the transform handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the layer are maintained. If you hold down the option (Mac OS X) or alt (Windows) key while resizing your image will resize from the center instead of from the edge. You can hold down both the shift and option or alt simultaneously to resize, proportionally from the center.

You can also type in the size you desire in the Tool Options Bar (see below) in the width and height fields. You can also size a layer to fill the canvas automatically by pressing the Fill but in the Inspector.

The Tool Options Bar

Rotating a Layer

To rotate a layer, move the Transform Tool near but just outside a corner transform handle. Notice that the tool cursor changes to a rotate cursor. Now click and drag to rotate the layer. You can also use the opt (alt) left and right arrow keys to rotate a layer when the transform tool is selected. To rotate the layer quickly in 90 degree increments, you can use the rotate left and rotate right buttons in the Tool Options Bar.

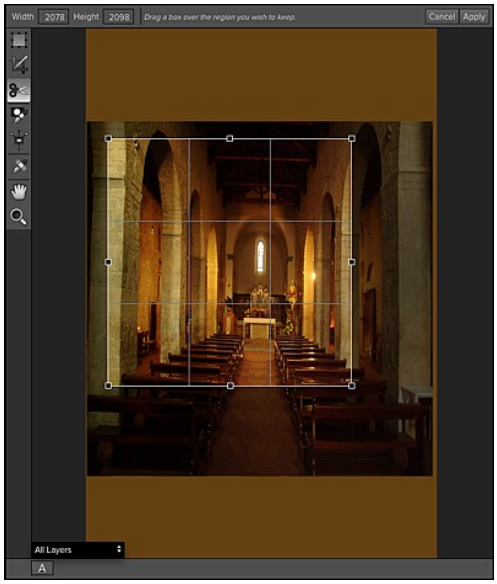
Flipping a Layer

You can flip a layer either horizontally or vertically by pressing the flip buttons in the Tool Options Bar.

When you have completed your transforms you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the escape key.

Trimming Layers

Trim Tool: The trim tool is used to trim or crop a layer. It removes any pixels outside of a crop-style box for the current layer.



Using the Trim Tool

To trim a layer, select the Trim Tool from the tool well. It looks like a pair of scissors. Then drag a box over the area you wish to keep on the selected layer. The area outside the trim box appears darkened for guidance. You can resize and move the trim box. When you are satisfied with your settings, press the Apply button in the Tool Options Bar.

Moving the Trim Box

To move the Trim Box simply click and drag inside the box. You can also nudge the box using the arrow keys on your keyboard.

Resizing a Trim Box

To resize the Trim Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. You cannot rotate a Trim Box. You can manually enter the size of the trim box in pixels using the width and height fields in the Tool Options Bar (see below).

When you have completed your adjustments, you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the escape key.

The Trim Tool Options Bar

Using Color Fill Layers

Before

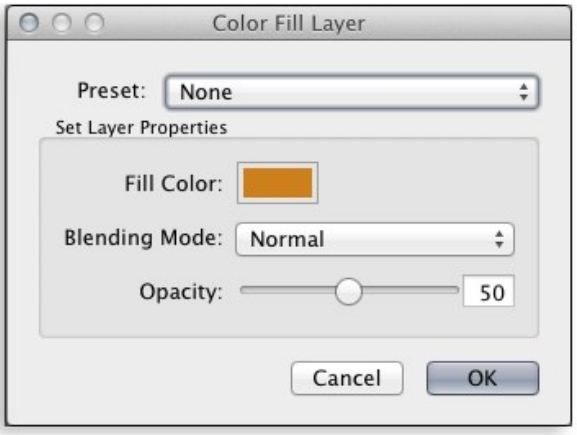
After

Color Fill Layers provide fast, re-editable ways to alter the brightness, contrast and color of your image. Color Fill Layers leverage the power of layers, blending modes, and opacity. Color Fill Layers are simply layers filled with a solid color. However by changing the color, blending mode, and opacity along with Perfect Layer's masking tools you can do the following:

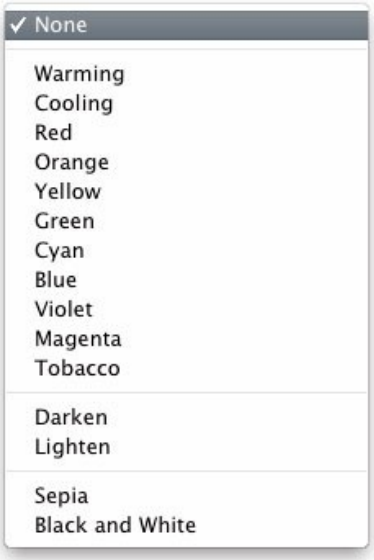
- Create a burn or dodge layer to selectively lighten or darken the image.
- Convert the image to black and white.
- Tint the image any color.
- Add a vignette.
- Simulate photographic filters like warming and cooling.
- Create darkroom looks like sepia toner.

Creating Color Fill Layer

To create a Color Fill Layer, press the Fill button in the Layers Pane or use the New Color Fill Layer command from the Layers menu. The Color Fill Layer dialog will appear. With this dialog you can select a preset or manually adjust the color, blending mode, and opacity of the Color Fill Layer.



1. **Preset**: This pop-up list contains presets for many common filter effects. Select a preset from the menu to preview it on your image.
2. **Fill Color**: This is a color well that displays the current color. You may press the color well to open a color picker dialog. Selecting new colors in the color well will be previewed in realtime on the image.
3. **Blending Mode**: This option sets the blending mode for the layer. You can always change this later from the Layers pane.
4. **Opacity**: This slider sets the opacity for the layer. You can think of this as a strength slider for the effect. You can always change this later from the Layers pane.



Editing a Color Fill Layer

You can edit an existing Color Fill Layer by using the Edit Color Fill Layer option from the Layers menu. It will reopen the Color Fill Layer dialog where you can adjust the settings.

Color Fill Layers work similar to a regular layer. You can move, resize, rotate, trim, delete and duplicate them.

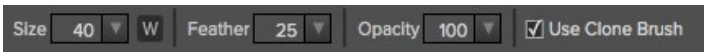
Masking a Color Fill Layer

You can mask, or selectively apply a Color Fill Layer using any of the masking tools in Perfect Layers, similar to any other layer. To learn how to mask a layer, see the Masking Layers section.

Retouching Layers

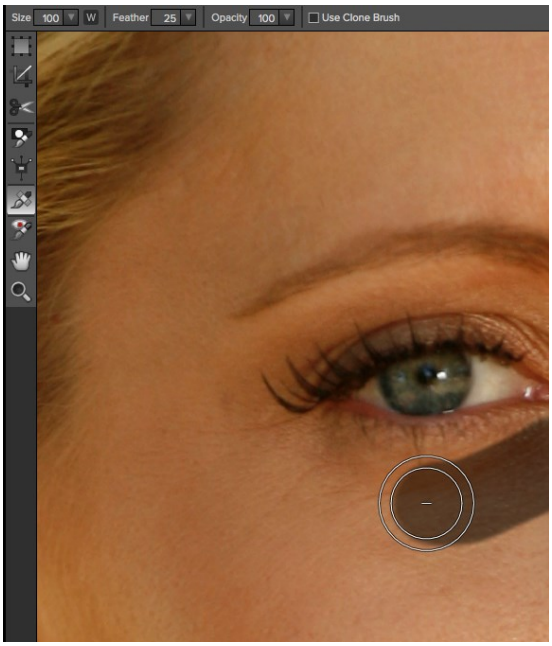
Retouch Brush: Use the Retouch Brush to remove small imperfections like dust.

You can retouch small imperfections on a layer using the Retouch Brush. Just dab the retouch brush on spots like acne, dust spots, power lines, etc. It looks at the neighboring areas and fills in the brush with similar color and texture. It is best to use the smallest brush size possible and to work by dabbing rather than making large brush strokes. If you dab with the Retouch Brush and don't like the results, use the undo command and try using a smaller brush or vary your brush stroke and try again.



You can control the Retouch Brush using the Tool Options Bar (see below).

- **Brush Size:** This adjusts the overall size of the brush.
- **Brush Feather:** This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.
- **Brush Opacity:** This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.
- **W:** If you have a Wacom pressure sensitive tablet, you can adjust the size of the brush according to the pressure. Click on the "W" in the box to activate the Wacom sensitivity controls.
- **Use Clone Brush:** You can choose the "Use Clone Brush" option by clicking the the box to activate it. This will allow you to select an area to clone. Hold down the option (Mac) or alt key (Win) and click the area you want to clone from. Then click and drag on the area you want to clone over and it will clone from the point you selected. You can adjust the size of brush, feather and opacity just as you would with the regular brush. This just gives you more control over the area you want to retouch.



Red Eye Tool

Red Eye Tool: To instantly reducered eye.

The Red Eye Tool is the perfect tool for eliminating or reducing red eye in your images. It's a simple one-click stamp that will immediately take care of red eye.

You start by selecting the red eye brush in your Tool-Well. Next adjust your brush size to be as close to the same size as the red eye you are wanting to remove. Then dab the tool over the eyes.

The Protect Skin toggle reduces the tools affect on skin colored areas. It is on by default. If the red-eye reduction is not strong enough, try toggling this off.

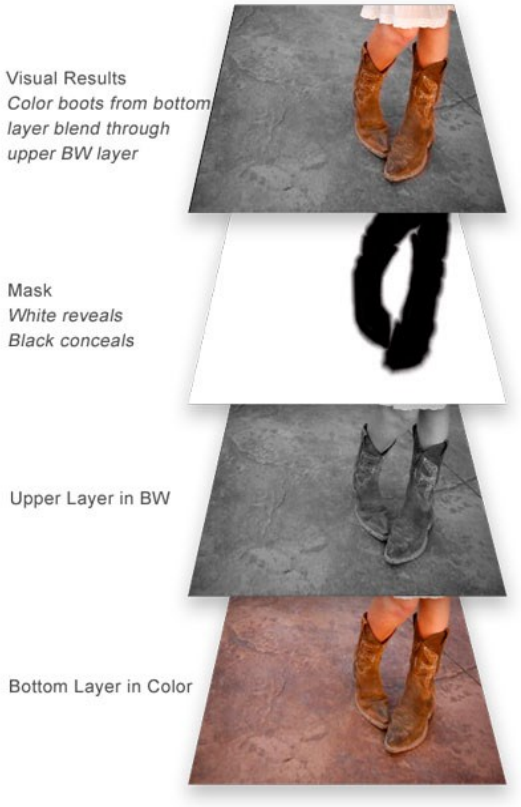
Masking Layers

Masking allows you to selectively blend layers together. It is the heart of using Perfect Layers.

Creative examples of what you can do with masks:

- Change heads from one image to another.
- Replace the sky by merging exposures or image together.
- Add a vignette.
- Burn or Dodge to lighten or darken selective areas.
- Combine a motor drive sequence.
- Create a montage.

You can think of masking as painting with black paint on white paper. A white mask reveals all the layer that the mask is attached to. An all white mask is considered blank or empty and shows all the selected layer. As you use the masking tools, you are adding black paint (Paint-Out mode). Where you paint with black you are hiding the current layer, allowing the layer(s) under it to show through. Think of it like cutting a hole in the mask. If you make a mistake, you can switch your paint color to white (Paint-In mode) and paint the layer back in like an eraser. When you paint you have more than just white or black, but any shade of gray in between depending on the opacity of the brush. Shades of gray partially hide the layer, blending the layers together.



Each layer in Perfect Layers has a mask automatically added to it. This allows you to blend each layer differently. Masking in Perfect Layers is done in a nondestructive, re-editable way that is compatible with Photoshop. The masking done in Perfect Layers is stored as layer masks which can be viewed and edited later in Perfect Layers and Photoshop.

There are several global masking options that can be accessed from either the Tool Options Bar or the Masking Menu. They affect the entire mask on the selected layer.

Reset Mask

Reseting a mask returns it to all white. The entire layer is visible.

Invert Mask

Invert swaps the white for black and black for white. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area.

Copy and Paste Mask

Perfect Layers allows you to copy the mask from one layer to another. This is handy if you have painted a complex mask on one layer for an adjustment and you wish to use the same mask on another layer for a different adjustment. To copy or paste a mask, use the Copy Mask and Paste Mask commands from the Masking menu. It is important that the source and target layers are the same size, or you may get odd results.

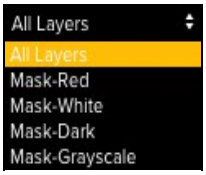
Mask Modes

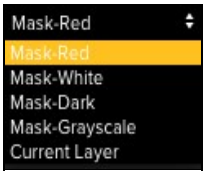
Mask Mode allows you to view your image mask in several ways.

The pulldown Mask Mode is located at the bottom of the Preview Window

A close-up of the Mask Mode and options

- All Layers (default option, this shows the mask for the current layer).
- Mask-Red (this shows the mask for the current layer).
- Mask-White (this shows the mask for the current layer).
- Mask-Dark (this shows the mask for the current layer).
- Mask-Grayscale (this shows the mask for the current layer).
- Current Layer (Displays only the currently selected layer, this is the same as option-clicking on a layer).





Mask Mode allows you to view the mask for each layer that you have created with the Masking Brush and Masking Bug. You can view the mask in several modes, which are accessible from the Show Mask pop-up in the Masking Pane, from the Masking menu, the masking tool inspectors or from the preview window mode pop-up in the bottom left of each preview pane. Below are examples of the different mask view modes. You can toggle the mask view on and off with the command (Mac OSX) or control (Windows) plus m keyboard shortcut.

Mask-Red

The masked area appears as 50% red. This is similar to the Quick Mask view in Photoshop.

Mask-White

The masked area appears as solid white.

Mask-Dark

The masked area appears as 90% black.

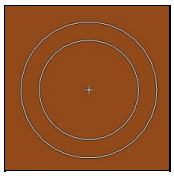
Mask-Grayscale

The masked area appears as black. The unmasked areas appear as white. This is the same as viewing a layer mask in Photoshop.

Using the Masking Brush

The Masking Brush: The Masking Brush functions like a brush tool for masking layers.

The Masking Brush is one of two tools in Perfect Layers for masking layers. When you select the Masking Brush, your tool icon changes to a circle that represents the size of the brush. It may also appear as two concentric circles (see below), indicating the inner hard edge and outer soft edge of the brush if the feather control is set above zero. There is also either a plus or minus in the center of the brush. Minus means the brush mode is set to paint-out, plus means it is set to paint-in.

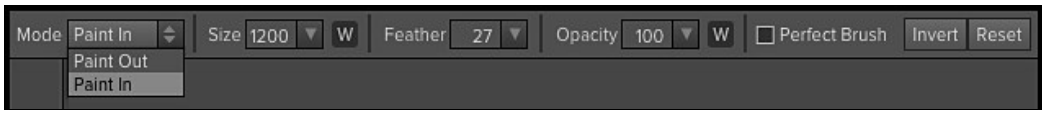


How to use the Masking Brush

To use the Masking Brush, select it in the tool well. Make sure you are on the layer you wish to hide. Then check your brush mode and confirm it is set to Paint-Out. You are ready to mask now, simply paint on the image in the areas you wish to hide. As you brush, you will see the underlying layer(s) appear. If you make a mistake while brushing you have several options to correct them:

- First you can use the Undo command from the edit menu. This will undo the last brush stroke you created.
- You can toggle the paint mode to Paint-In and brush over your mistake.

The Masking Brush Tool Options Bar



Paint Mode

The paint mode controls is you are Painting-Out (hiding the layer) or Painting-In (restoring the layer). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out. If the icon is a plus, you are painting-in. You can change the mode in the Tool Options Bar, or by pressing the X key, or by holding down the option (alt) key temporarily.

Invert Mask

Invert swaps the hidden areas for the visible areas. What was hidden is no revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area. You can invert the mask with the command (Mac OS X) or control (Windows) I keyboard shortcut, or by pressing the Invert button in the Tool Options Bar.

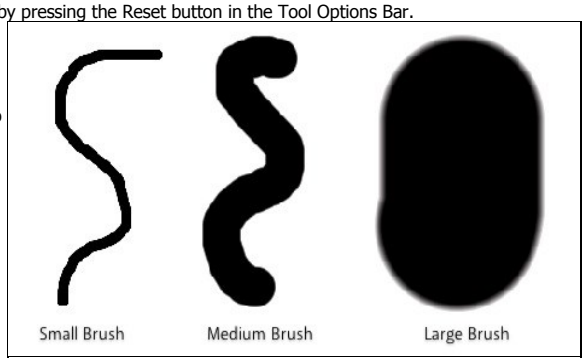
Reset Mask

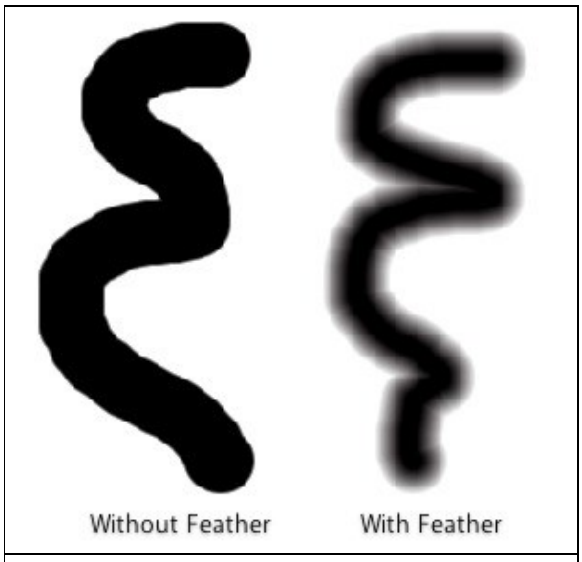
Reseting a mask reveals the entire layer it is associated with. You can reset the mask by pressing the Reset button in the Tool Options Bar.

Brush Size

You can control the size of the brush using the Size pop-up in the Tool Options Bar. You use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. To the right, you can see examples of brush strokes at varying sizes. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options Bar.
- Use the left and right bracket keys ([ ]).
- Use the mouse scroll wheel (preferences must be set to this).
- Use your Wacom pressure sensitive tablet.

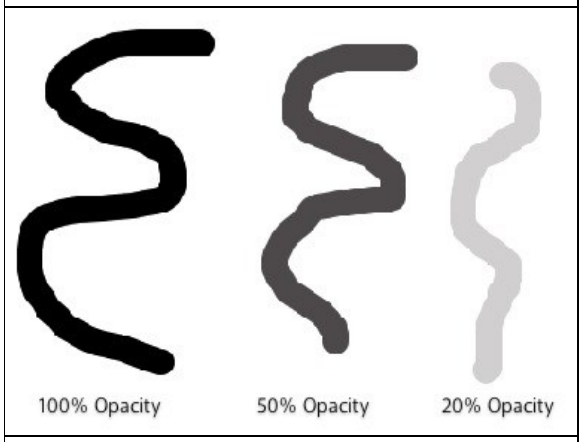




Feather

You control the amount of feathering or hardness of the brush by using the Feather pop-up in the Tool Options Bar. The feather has a range from 1 to 100 percent. You use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush at fit to screen for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. To the right you can see examples of different feather options. You can control the size of the brush several ways:

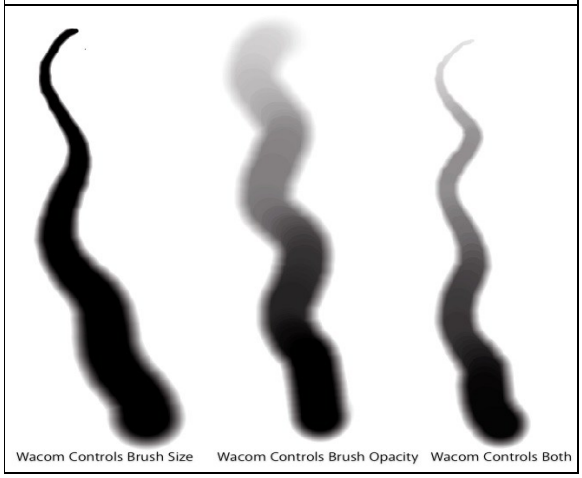
- Use the Feather pop-up in the Tool Options Bar.
- Use the shift + left and right bracket keys ([ ]).



Opacity

You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options Bar. Think of the opacity as the shade of gray you are painting with. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options. You can control the size of the brush several ways:

- Use the Opacity pop-up in the Tool Options Bar.
- Use the option (Mac OSX) or alt (Windows) + 0-9 keys.
- Use your Wacom pressure sensitive tablet.



Wacom® Controls

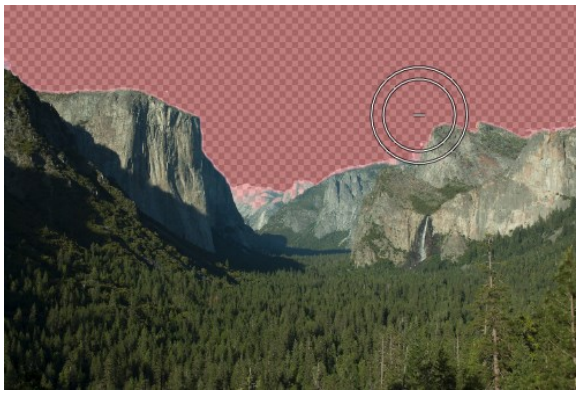
Perfect Layers supports pressure sensitive Wacom tablets. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. Click on the W button next to each control in the Tool Options Bar to activate the pressure sensitive controls.

The harder you press; the greater the size or opacity will get. You can set the maximum value you want to use the Brush Size and Opacity sliders. To the right you can see examples of how pressure sensitivity can be used to control the Masking Brush.

Perfect Brush

The Perfect Brush option enableds a unique, color-based, self masking technology. When enabled, as you paint with the Masking Brush it collects the colors under the center of the brush and only masks those colors. This protects the mask from being applied across edges. A great of example of using the Perfect Brush option would be to mask a sky along a horizon of mountains.

Tip: You can turn the Perfect Brush on and off using the command or control -r keyboard shortcut. You can also temporarily lock the color to remove by holding down the control key(win) or the command key(mac). This is useful when brushing through areas with a lot of openings like tree branches.



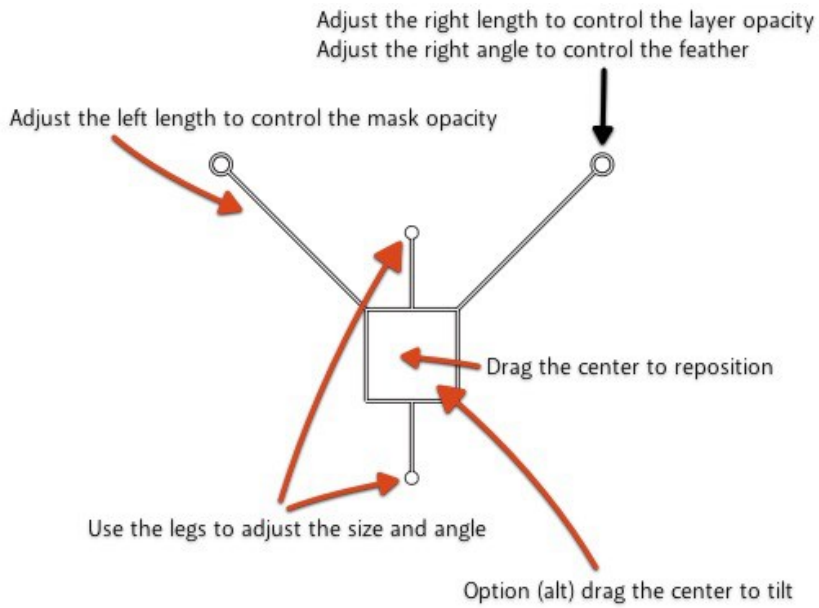
Using the Masking Bug

Masking Bug: This is used for masking layers by creating gradient masks in either a round or rectangular shape.

The Masking Bug is perfect for tasks like swapping skies, creating vignettes and graduated filters using Color Fill Layers. Learning to use the Masking Bug is fast and easy. All the adjustments made with the Masking Bug are live and readjustable while using the Masking Bug... so don't be afraid to experiment with it.

To use the Masking Bug, select it in the tool well. Select the layer you wish to mask. Now click the center of the area you wish to mask out. A new rectangular Masking Bug appears where you click. You can change the shape from rectangle to round by using the Shape pop-up menu in the Tool Options Bar.

Adjusting the Masking Bug



Learning to use the Masking Bug is easy and fun. Start by adding a Masking Bug to a layer and then set the Mask View mode to Mask - Grayscale. This will let you see the Masking Bug in simple black and white.

- Start by moving the Masking Bug. Click and drag inside the center square or circle.
- Now change the size and angle by clicking and dragging on the the legs. The legs are the shorter limbs with closed terminals. As you pull the legs the bug gets larger. As you twist the legs the Masking Bug rotates.
- Now adjust the feather by changing the angle of the right antenna. The antennas are the longer limbs with the open terminals.
- The right antenna length changes the opacity of the current layer. You won't see any change when the grayscale mask preview in on.
- The left antenna length controls the opacity of the Masking Bug.
- Finally tilt the Masking Bug by holding down the option (Mac OSX) or alt (Windows) key and click and drag in the body. This will tilt the plan of the bug in 3D. You can use this to change the feather or shape of the Masking Bug. To reset the angle, hold the option or alt key and double-click in the body.
- You can adjust the Masking Bug while the Masking Bug tool is selected. When you change layers or switch to another tool the mask created by the Masking Bug is rendered. If you want to use the Masking Bug again on the same layer the old Masking Bug will be replaced and you simply start again.

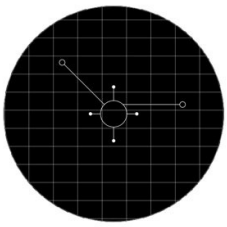
Below is the Tool Options Bar that contains the controls for the Masking Bug.

Feather

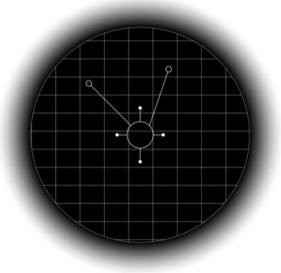
You can control the amount of feathering or hardness of the edge of the Masking Bug using the Feather Slider. The feather has a range from 1 to 100 percent. You use a small feather to create a hard edge, a soft feather for a larger, softer transition. To the right you can see examples of different feather options.

You control the feather by:

- Using the Feather Slider in the tool options bar.
- Changing the angle of the right antenna.



Hard Feather 0%



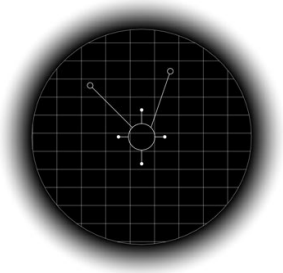
Soft Feather 50%

Opacity

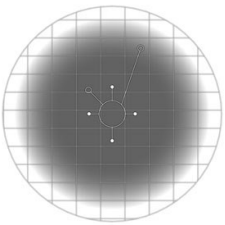
You can control the opacity, or strength of the Masking Bug with the Opacity Slider. The opacity has a range from 1 to 100 percent. You use a high opacity to completely hide the area under the Masking Bug. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options.

You can control the opacity several ways:

- Using the Opacity Slider in the tool options bar.
- Changing the length of the left antenna.



100% Opacity

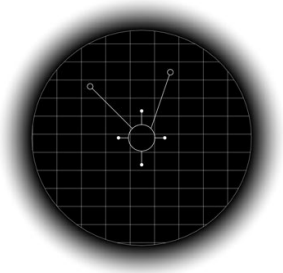


50% Opacity

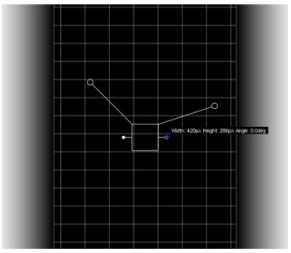
Shape

This controls the shape of the masking area. You can choose none, round or rectangle.

- Use the round Masking Bug to create vignettes or soft, round masks.
- Use the rectangular Masking Bug to swap skies, add gradient filters, etc.
- Use the none option to remove an existing Masking Bug from a layer.



Round Masking Bug



Rectangular Masking Bug

Grid

This turns on or off the ability to view a grid that represents the area effected by the mask. You can also set this to Auto and the grid will appear only when making adjustments then turn off after the adjustment is made.

Invert Mask

Invert swaps the white for black and black for white. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to remove what is outside the Masking Bug rather than what is contained within. You can invert the mask with the command (Mac OS X) or control (Windows) i keyboard shortcut.

Reset Mask

Reseting a mask returns it to all white. The entire layer is visible.

Retouching the Masking Bug

You can retouch the Masking Bug with the Masking Brush. The mask created by the Masking Brush sits on top of and overrides the Masking Bug.

- You can add to a Masking Bug with the Masking Brush when the paint mode is set to Paint-Out.
- You can subtract from a Masking Bug with the Masking Brush when the paint mode is set to Paint-In.

Masking Bug View Options

There are several options for viewing the Masking Bug, located in the Mask Menu:

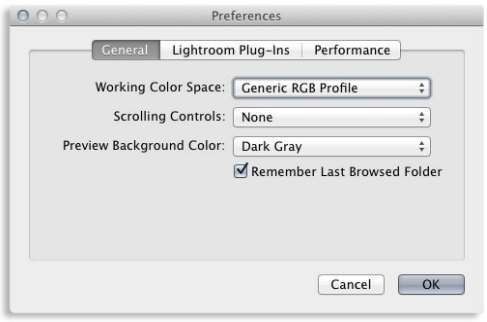
- **Masking Bug Tool Opacity**: Not to be confused with the opacity of the mask. This option controls how visible the Masking Bug tool outline appears on screen. If the Masking Bug is interfering with the view of the image, you can turn it down to make it more subtle. This control has no effect on how the image itself appears.
- **Masking Bug Grid**: This allows you to turn the grid that appears under the Masking Bug on or off. Normally, it is set to Auto, where the grid will appear while you are adjusting the Masking Bug only.

Preferences

The preferences dialog for Perfect Layers contains general application settings that are used by Perfect Layers. The Perfect Layers preferences are accessed from the Perfect Layers menu on Mac or the Edit menu on Windows.

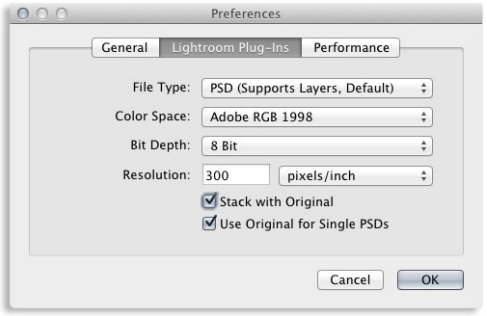
The preferences contain the following controls:

General Settings



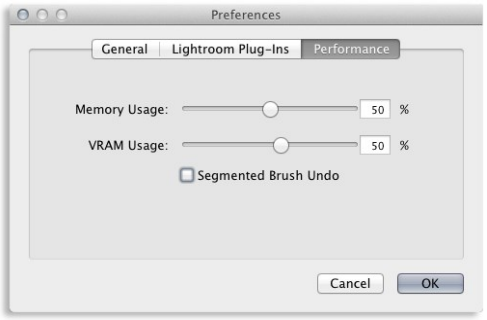
1. **Working Color Space**: When a new file is created or file is opened and has no color profile associated with it, this is the assumed color profile for the image. Images that come from other hosts or have tagged or embedded profiles will use the associated profile instead.
2. **Scrolling Controls**: Lets you select how the mouse scroll wheel or scrolling gesture works. The options are:
    1. **None**: Default
    2. **Preview Zoom**: Adjusts the zoom of the preview window. Scrolling up increases the zoom, scrolling down decreases the zoom. It is important that the zooming is comfortable, not too fast or slow or jerky.
    3. **Preview Pan**: Pans the image, like using the pan tool or navigator. It is important that the panning is comfortable, not too fast or slow or jerky.
    4. **Brush Size**: Adjusts the size of the current tool if relevant, such as a brush tool.
3. **Preview Background Color**: You may select the color of the background behind the preview image. The default color is black. There should be options for black, white, light gray, dark gray and custom... The custom option a color picker where you can select your own background color.

Lightroom Plug-In Settings



1. **File Type:** Specifies four options. PSD (Supports Layers, Defaults Setting. Same as Source (PSD for Raw). TIFF (No Layers). JPEG (No Layers).
2. **Color Space**: Specifies the color space to use when processing copies from Lightroom. This is similar to the working color space pop-up in the general preferences tab, however there are only the three options supported by Lightroom: sRGB, Adobe RGB 1998 and ProPhotoRGB.
3. **Bit Depth**: Sets the bit depth for the copies created by Lightroom, the options are 8 and 16 bit.
4. **Resolution**: Sets the resolution of copies created by Lightroom.
5. **Stack with Original**: Enabled by default, copies created by Lightroom are stacked with their original or source image.
6. **Use Original for Single PSDs**: Enabled by default. If your selection is a single PSD file, the original PSD is opened rather than creating a copy.

Performance Settings



1. **Memory Usage:** Specifies the amount of system memory (RAM) that is used by the application. The default 50% will work well on systems with 4-8 GB of RAM. If you have more than 8 GB of RAM and you work with large images you can try a larger setting.
2. **VRAM Usage:** Specifies the amount of video memory (VRAM) that is used by the application. The default 50% will work well on systems with more than 256MB of VRAM. If you only have 256MB, try a higher setting of 70%.
3. **Segmented Brush Undo:** When enabled, the last brush stroke made is segmented into many smaller strokes allowing you to undo a portion of a segment rather than an entire segment. This is off by default to reduce the amount of memory used for storing undo operations.

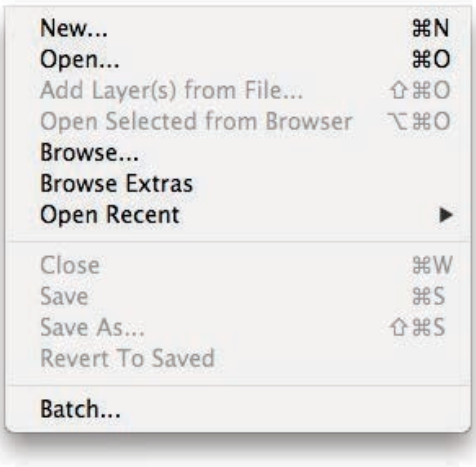
Menus

Perfect Layers (Mac OS X Only)

About Perfect Layers: Opens the about box, displays your version number and activation code. (*Help menu on Windows*)
Preferences: Opens the preferences dialog. (*Edit menu on Windows*)
Quit Perfect Layers: Quits Perfect Layers.

File Menu

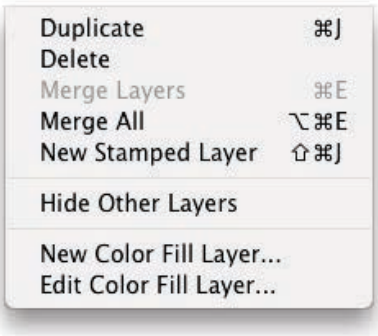
New: Opens the create new file dialog for creating a new file.
Open: Opens the open dialog for locating and opening an existing file.
Add Layer(s) from File: Opens the open dialog for location files to merge into the current open file.
Open Selected from Browser: Opens the images selected in the browser.
Browse...: Opens the browse dialog where you can select which folder you would like to browse in a new browser tab.
Browse Extras: Switches the browser to the Extras tab where you can view and open website content.
Open Recent: Displays a list of recently opened files.
Close: Closes the current file. You will have the opportunity to save or not.
Save: Saves the current file.
Save As: Opens the Save As dialog where you can select the filename and location to save to.
Revert to Saved: Reopens the file without your changes.
Batch: Opens the Batch mode window (*Perfect Resize Only*)



Edit Menu

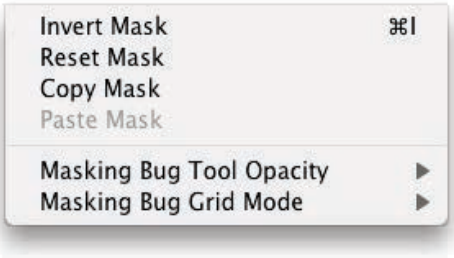
Undo: Undoes the last action.
Redo: Redoes the last undone action
Undo Stroke: If segmented undo is enabled and the last action was a brush stroke, this will undo the entire brush stroke rather than the last brush segment.
Redo Stroke: If segmented undo is enabled and your last action was to undo a brush stroke, this will redo the entire brush segment.
Cut: Disabled.
Copy: Disabled.
Paste: Disabled.
Adjust Canvas Size: Opens the canvas size dialog where you can adjust the canvas size.

Layer Menu



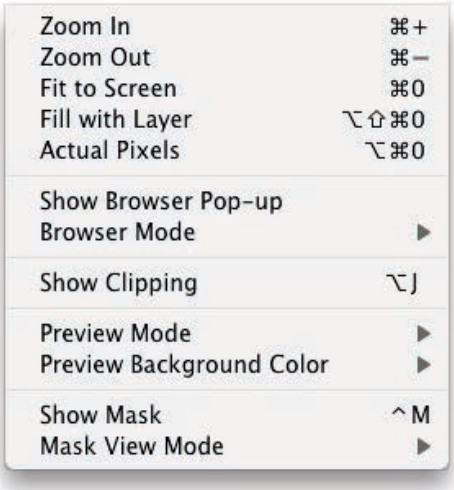
Duplicate: Duplicates or copies the current layer.
Delete: Deletes the current layer.
Merge Layers: Merges the selected layers into a single layer.
Merge All: Merges all layers into a single layer.
New Stamped Layer: Creates a new layer above the current layer that contains a merged version of all the layers under it.
Hide Other Layers: Toggles the visibility off of all layers except the current one. Makes it easy to see just the current layer.
New Color Fill Layer: Adds a new color fill layer.
Edit Color Fill Layer: Opens the color fill layer dialog where you can set the properties of the selected color fill layer.

Masking Menu



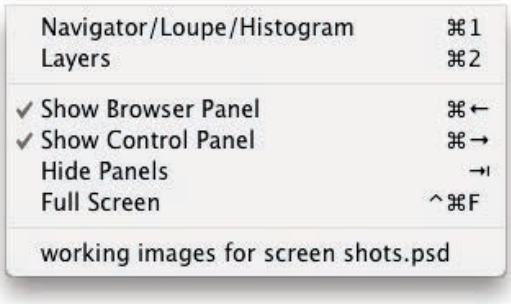
Invert Mask: Inverts the mask. Visible areas become hidden and hidden areas become visible.
Reset Mask: Resets the mask to plain white.
Copy Mask: Copies the mask from the current layer.
Paste Mask: Pastes the mask in the clipboard to the mask on the current layer.
Masking Bug Tool Opacity: Sets the opacity of the Masking Bug tool cursor.
Masking Bug Grid: Toggles the view mode of the Masking Bug grid.

View Menu



Zoom In: Adjusts the preview zoom in one increment, makes the preview image larger.
Zoom Out: Adjusts the preview zoom out one increment, makes the preview image smaller.
Fit to Screen: Sets the zoom to fit the entire image on screen.
Fill with Layer: Sets the zoom to fit the current layer.
Actual Pixels: Sets the zoom to 100% or actual pixels.
Show Browser Pop-up: Enables the browser pop-up window.
Browser Mode: Allows the user to select how the Browser Library displays the categories.
Show Clipping: Shows the clipping overlay view, which over-rides the current mask view.
Preview Mode: Allows the user to switch preview modes.
Preview Background Color: Toggles the background color options.
Show Mask: Allows the viewer to see the mask.
Mask View Mode: Allows the user to select the various mask modes.

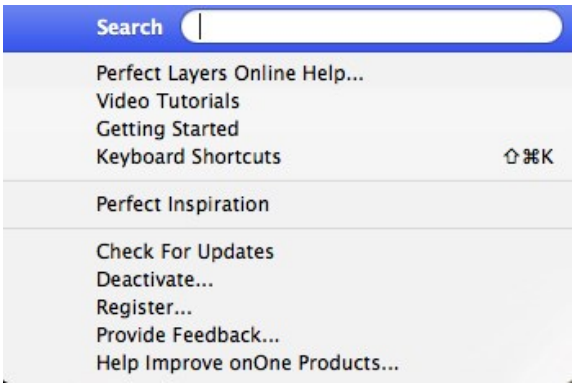
Window Menu



Navigator/Loupe/Histogram: Opens and closes the Navigator pane.
Layers: Opens and closes the Layers pane.
Show Browser Panel: Hides or shows the Control Panel.
Show Control Panel: Hides or shows the Control Panel.
Hide Panels: Hides or shows all Panels.
Full Screen: Toggles to and from full screen mode.
Document Name: Shows the name, zoom level and bit depth of the open image.

Help Menu

Search: Searches the menus (*Mac OSX only*).
Perfect Layers Online Help: Opens this html Help in your default web browser.
Video Tutorials: Opens the online Video Tutorial in your default web browser.
Getting Started: Opens the online Getting Started overlay.
Show Keyboard Shortcuts: Opens the keyboard shortcut inspector.
Perfect Inspiration: Takes you to the Perfect Inspiration web site.
Check for Updates: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.
Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.
Registration: Opens the default web browser and navigates to the registration page of the onOne website.
Provide Feedback: Opens the default web browser and navigates to the feedback page of the onOne website.
Help Improve onOne Products: Opens the Improve onOne Products dialog.



Keyboard Shortcuts

Action	Mac	Win
New File	cmd n	ctl n
Open	cmd o	ctl o
Open as Layer	cmd shift o	ctl shift o
Save	cmd s	ctl s
Save As	cmd shift s	ctl shift s
Preferences	cmd ,	ctl k
Undo	cmd z	ctl z
Undo Stroke	cmd opt z	ctl alt z
Redo	cmd shift z	ctl shift z
Redo Stroke	cmd shift opt z	ctl shift alt z
Open/Close Navigator Pane	cmd 1	ctl 1
Open/Close Layers Pane	cmd 2	ctl 2
Open/Close Browser Panel	cmd left arrow	ctl left arrow
Open/Close Control Panel	cmd right arrow	ctl right arrow
Hide Panels	tab	tab
Full Screen Mode	cmd ctl f	F11
Delete Layer	del	del
Select Pan Tool	h	h
Select Zoom Tool	z	z
Select Trim Tool	t	t
Select Move Tool	v	v
Select Masking Brush	b	b
Select Masking Bug	m	m
Zoom-In	cmd + or cmd =	ctl + or ctl =
Zoom-Out	cmd -	ctl -
1:1	cmd opt 0	ctl alt 0
Fit to Screen	cmd 0	ctl 0
Fit to Layer	cmd shift 0	ctl shift 0
Brush Size	larger] smaller [	larger] smaller [
Brush Feather	softer shift] harder shift [	softer shift] harder shift [
Brush Opacity	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc
Layer Opacity	1 (10%) 2 (20%) 0 (100%) etc	1 (10%) 2 (20%) 0 (100%) etc
Enable or Disable Perfect Brush	cmd r	ctl r
Show Mask	ctl m	ctl m
Toggle Mask View	cmd opt m	ctl alt m
Invert Mask	cmd i	ctl i
Duplicate Layer	cmd j	ctl j
Merge Layer	cmd e	ctl e
Merge Visible	cmd shift e	ctl shift e
Constrain Prop	shift drag on corner	shift drag on corner
Grow from center	opt drag on corner	alt drag on corner
Toggle Paint-In/Paint-Out/Erase	x opt	x alt
Toggle Single View Preview	cmd Y	ctl Y
Toggle Left/Right Preview	cmd L	ctl L
Toggle Left/Right Split Preview	cmd opt L	ctl alt L

Toggle Top/Bottom Preview	cmd T	ctl T
Toggle Top/Bottom Split Preview	cmd opt T	ctl alt T
Show Clipping	opt J	alt J
Show Quick View Browser	cmd up	ctl up

Perfect Effects

Perfect Effects gives photographers a fast and powerful way to create images with impact.

It includes an updated library of professional quality photographic effects that can be previewed live on your image before being applied. Live previews are shown in full screen so you can see your image at its best. You'll enjoy the ability to stack multiple effects together to create your own unique look.

Perfect Effects takes the idea of stacking effects further with updated blending options that provide better control over how effects are combined. These advanced tools include blending modes options and the ability to limit effects to specific color or tonal ranges of an image.

Getting Started

This getting started section will give you the basics of using Perfect Effects. If you have never used Perfect Effects before this is a good place to start. You can also watch the getting started video tutorial. For detailed information on steps and controls mentioned in the getting started section see the Using Perfect Effects section instead.

When to use Perfect Effects

The broad range of effects in Perfect Effects makes it useful at many steps in the digital workflow. For example, the effects in the Brightness, Contrast and Color Correction categories may be used early in the workflow for correcting the color and tone of an image. While effects in many categories are designed for more artistic effect, may be used in the middle of the process. Finally, Perfect Effects has several effects designed for sharpening in the Sharpening category that should be applied as the last step before printing.

User Interface

Perfect Effects Main Window:

A. Effects Browser: This library of effects is located on the left side of the window for easy browsing.
B. Tool Well: This is where the tools are located.
C. Preview Window: This is the main section where you preview and work on images.
D. Tools Option Bar: This is where information and options about each tool is set.
E. Module Selector: This is where you choose which software module to open.
F. Navigator, Loupe and Histogram Pane: This pane will access the Navigational, Loupe and Histogram features.
G. Effects Stack: This is where you view and stack effects.
H. Effects Options: This is where you access the Effects Options pane.
I. Cancel/Apply Buttons: This is where you cancel or apply an action.

The Perfect Effects Tool Well

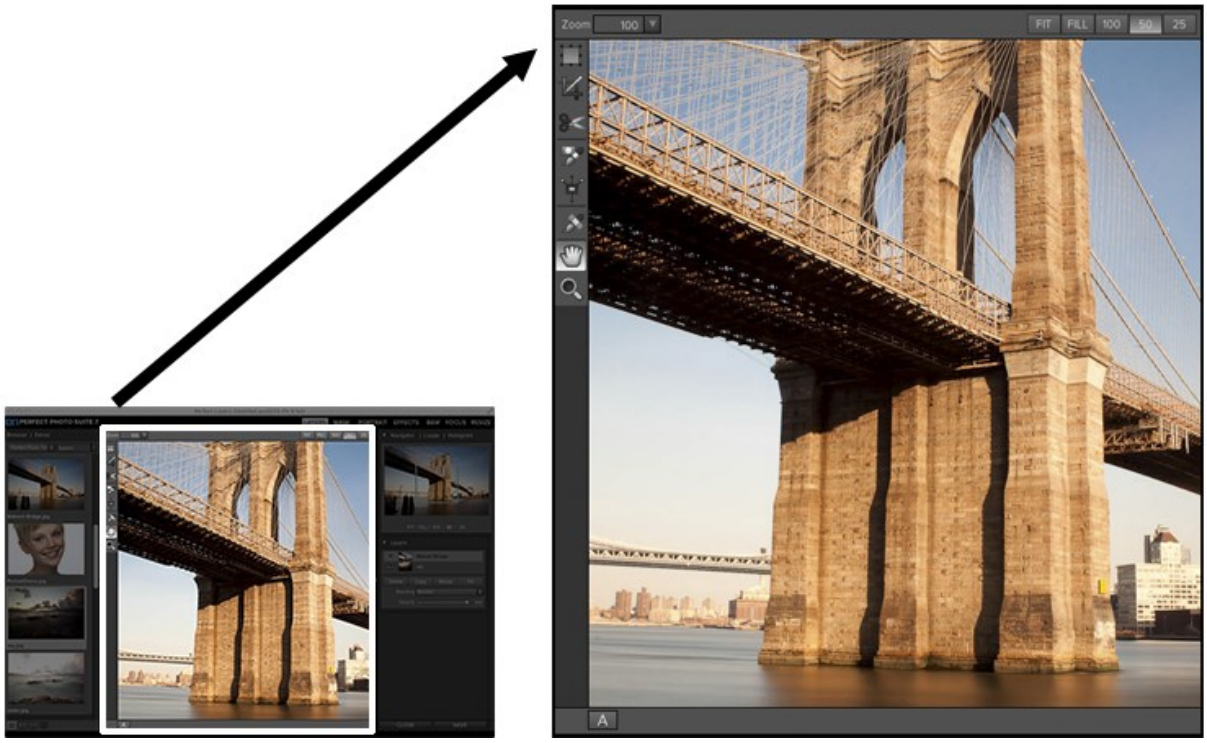
There are four different tools in the Perfect Effects tool well. More details about each tool will be covered in the next chapters.

Masking Brush	This masks out areas using brush strokes to expose underlying layers.
Masking Bug	This tool lets you mask out the layer to expose the original underlying image.
Hand Tool	This tool drags your image within the preview window when it's larger than the viewable area.
Zoom Tool	This tool changes the magnification in the preview window.

Navigating the Preview

Perfect Effects

This provides several ways to navigate and view your image in the Preview window.



The Preview Window above is the main section where you preview and work on images.

Hand Tool

The Hand tool is used to position the image within the Preview window, whenever the preview zoom is larger than the viewable area.

To pan (scroll) in the Preview window:

- Select the Hand Tool and drag the image until you locate the area you wish to view.
- With any other tool selected, hold down the spacebar while you drag the image in the window.

Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview window.

With the Zoom tool selected:

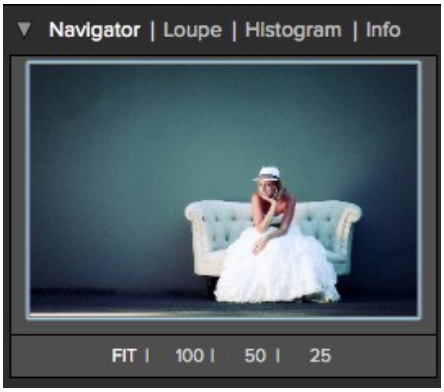
- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview window to draw a rectangular, the screen fills with the area within the rectangle when you release the mouse.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out.

Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when examining small details.

Navigator, Loupe, Histogram and Info

At the top of the control panel on the right of the main window is the Navigator | Loupe | Histogram | Info panes. It contains four useful tools for inspecting and viewing details of your image.

The Navigator Pane



This gives you a birds-eye view of your image. The blue square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the blue region.

At the bottom of the Navigator pane are several Zoom presets. Click on a Zoom preset to activate.

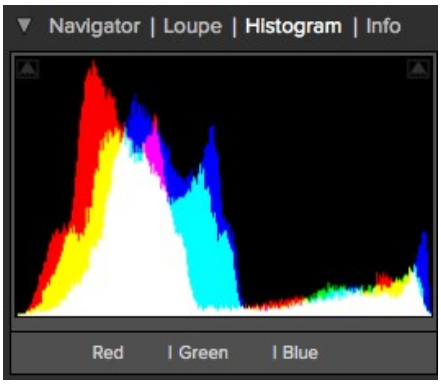
- FIT: Zooms to fit the current canvas size. This allows you to see your entire image.
- FILL: Zooms to fit the current layer. This is great if you are working on a layout and want to zoom in on a smaller layer you are adjusting.
- 100: Zooms to 100% or actual pixels. This is best for judging small details.
- 50: Zooms to 50%
- 25: Zooms to 25%

The Loupe Pane

This gives you a magnified view of the section of the preview under the cursor. This allows you to view the quality of your results while maintaining a complete view of your image.

At the bottom of the Loupe Pane is a sliding for adjusting the zoom level.

The Histogram Pane



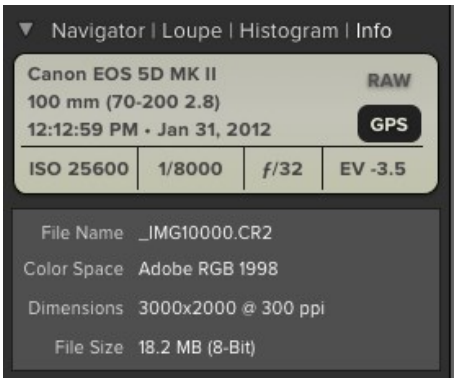
This gives you a color chart of the shadow, mid-tone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.

The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

The Info Pane

The info pane will display important metadata about your file including:



- Camera type
- File type
- Focal length and lens information
- Date and time captured
- Exposure information
    - ISO
    - Shutter Speed
    - Aperture
    - Exposure Value
- Filename
- Color Space
- Dimensions
- File Size and Bit Depth

If your camera allows for GPS the GPS button will be viewable and you can click on it to get the GPS cordinates for where the image was taken. This feature only works if you have GPS enabled on your camera or mobile device. Otherwise you will not see the GPS button.

The Info panel is not visible when you access Perfect Effects as a Photoshop plug-in.

Preview Window Modes

The preview window has several modes including; single image, side-by-side (horizontal or vertical) and split-screen (horizontal or vertical) versions of an image. This allows you to compare layers side-by-side or to view a layer mask and the layer side-by-side. At the bottom left of the Preview Window is a button that toggles and shows the current Preview Mode. You can also change the mode from the View menu.

Single Mode Screen.

Left-Right Screen.

Left-Right Split Screen.

Top-Bottom Screen.

Top-Bottom Split Screen.

Tip: You can use the keyboard shortcuts below to quickly switch view modes. Items in parenthesis are for Windows.

Command (Control) L: Change the preview mode to Left/Right.
Command-Option (Control-Alt) L: Change the preview mode to Left/Right Split screen.
Command (Control) T: Change the preview mode to Top/Bottom.
Command-Option (Control-Alt) T: Change the preview mode to Top/Bottom Split screen.
Command (Control) Y: Change the view mode to single image.

Using Perfect Effects

Perfect Effects is designed to work in steps by adding and adjusting multiple effects on top of each other. If you are a photographer, think of this like adding filters over your cameras lens. First, you would add a polarizer to increase the contrast. Next you would add a graduated neutral density filter to darken the sky and perhaps add a vignette lens hood to darken the edges. This same concept is what drives Perfect Effects, except you have many more filters and more flexibility and control.

Perfect Effects provides several ways to work depending on your skill level. It works for beginners through advanced users. Below are example workflows for different levels.

Beginner

A new user can simply click on an effect and apply it. This is the easiest way to get started.

1. Start by opening an image into Perfect Effects.
2. On the left side you will see the Browser with a list of categories. Click on a category to open up a series of effects. You will now see your image with different effects applied.
3. Simply click on the effect you like and press the Apply button.

Intermediate

An intermediate user may try stacking effects and adjusting their strength.

1. Start by opening an image into Perfect Effects.
2. Add an effect from the Browser, adjust its strength with the strength slider at the bottom of the Effect Stack pane on the right.
3. Add another effect layer by pressing the Add button in the Effect Stack pane, then select a new effect from the library.
4. Continue to add effect layers and adjusting each effects strength.
5. When you have created an effect stack you like, press the Apply button.

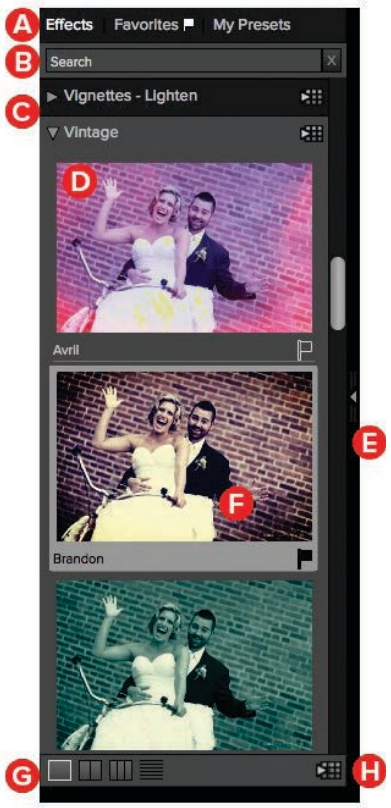
Advanced

An advanced user may stack multiple effects, adjust the strength, blending options, effect options and use the masking tools to selectively apply effects.

1. Start by opening an image into Perfect Effects.
2. Add an effect from the Browser.
3. Adjust the effect options in the Effect Options pane. This pane contains controls relevant to the selected effect.
4. Use the blending options dialog to control the strength and blending mode. You can also control which color or tonal ranges are affected.
5. Continue adding effect layers, adjusting the effect options and blending options to achieve the desired look.
6. Use the masking tools to selectively apply each effect layer by painting them in or out or applying an effect as a gradient or vignette.
7. When you have created an effect stack you like, press the Apply button. You can also save a stack as a preset so it can be used again later.

Browsing Effects

Built into Perfect Effects is a browser, located in the left panel. You can use it to browse the factory supplied effects, presets you have created or downloaded from the onOne website or for marking and finding your favorites. Below is a description of the controls in the browser.



A. Browser Tabs: This switches between the Browser tab and the Extras tab. The Extras tab displays the included backgrounds, borders and textures.
B. Folder Tree: This drop-down menu displays the folder paths above the folder you are browsing. You can use this to quickly navigate up the folder tree. The currently selected root folder is displayed here as well.
C. Search Field: Use the search field to locate files in the current sub-folder. Simply start to type and your results will appear in a new sub-folder called search results while you type.
D. Image File: A file is displayed as a thumbnail of the image and will have the filename and extension listed below it.
E. Resize Handle: On the right edge is a resize handle that you can drag to change the size of the browser or close it.
F. File Info: This window will show captured and modified dates, color space, exposure settings and size on disk if applicable.
G. Browser Modes: These icons control the browser views. One column, two column, three column or list view.
H. Quick View Browser Button: Press this button to open the current folder in the Quick View Browser.

Browser Tabs

The Browser is divided into three tabs; Effects, Favorites and My Presets.

- **Effects:** The Effects tab contains the factory effects provided by onOne Software.
- **Favorites:** When you click on the favorite flag on an Effect or preset, in any tab, it is added to the Favorites tab automatically. This makes it fast to find the effects and presets you use most frequently.
- **My Presets:** When save your own presets, or install presets from the onOne website, they will be located here.

Navigating the Browser

- To open a category, click on it. To close it, click on it again.
- Only one top-level folder can be open at a time.
- The selected item, either a category, effect or preset, will have a light silver box around it.
- You can use the up and down arrow keys to change your selection in the browser.
- You can open or close categories using the command (control on Windows) up and down arrows.

You cannot move or delete presets from the browser.

Selecting an Effect or Preset to Use

- To activate an effect or preset on your image, simply click on it.

Searching

- To search for effects or presets in the current browser tab, type in the name of the file in the search field.
- The search results appear in a new sub-folder called search results, which will be selected automatically.
- You can clear the search field by pressing the x at the right end of the search field.

Browser Pop-Up

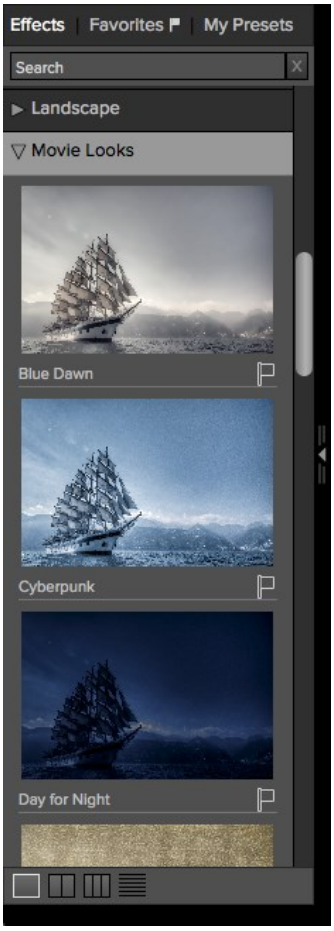
- To view a larger preview on an effect or preset, enable the Show Browser Pop-up in the View menu.
- When you mouse over a thumbnail, a larger preview will be displayed in a pop-up window.

Resizing and Closing the Browser

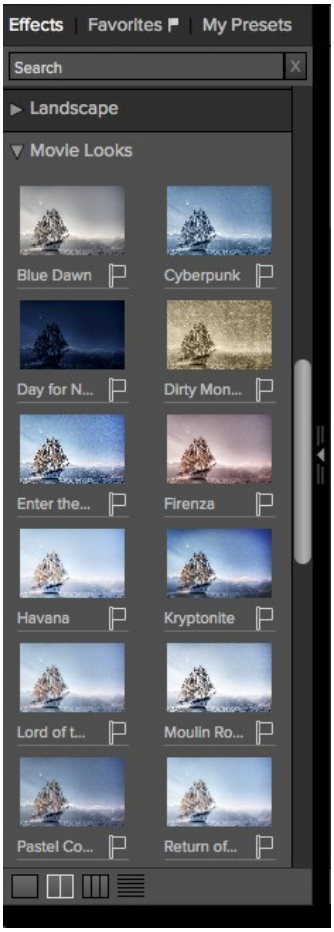
- The browser can be resized by dragging the resize handle on the right margin of the browser.
- The browser can be closed or reopened by clicking on the resize handle or using the cmd (control on Windows) left and right arrow keys.

Browser Modes

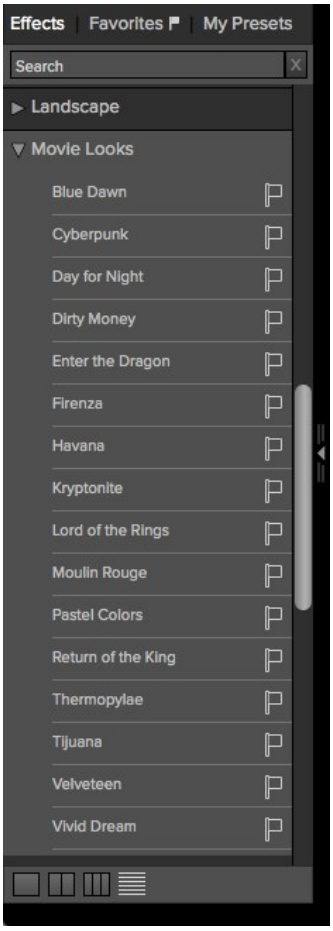
The browser offers four viewing modes. Three that display thumbnails in columns and one list view. The browser modes are selected using the browser mode icons at the bottom of the browser.



single column view



two column view



list view

Quick View Browser

The Quick View Browser adds an elegant full-screen view of your images, effects and presets. Whether you are looking for the right image or the right look, the Quick View Browser will make fast work of the problem. Just press the Quick View Browser button (or the command up or control up keyboard shortcut) and you will see the full array of options to choose from. You can visually navigate categories, then dive into them to find just the right look.

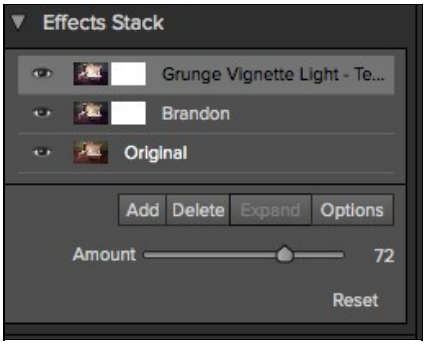
- Browse folders and images quickly to find the right one to work on.
- View all your effect or preset categories at one time, then dive into them to find the perfect look with an effortless, tablet feel.
- Variable thumbnail sizes gives you a few large previews or many small ones depending on your screen size and content.
- Back button and breadcrumbs make it easy to navigate a complex folder structure.
- Use your keyboard arrow keys to navigate
- Press the return key to select an item or open a folder.
- Use the command or control left arrow to go up a folder level.

Using the Effects Stack

The Effects Stack is a list of all effects and presets added to an image.

When you add an effect to your image, it will appear on the current Effect Layer in the Effects Stack pane. The Stack works similar to the Layers or History palettes in Photoshop, or the Stack in PhotoTools. At the bottom of the Effects Stack is your original image. Each effect you select in the Library will replace the effect on the currently selected Effect Layer.

You can create as many Effect Layers as needed.

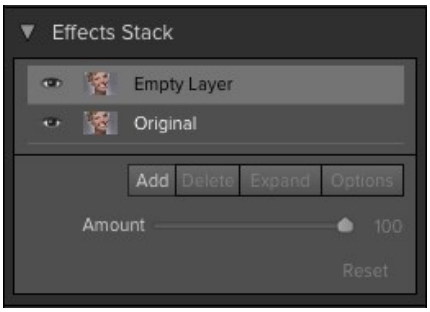


You move forward and backward in time by selecting different Effect Layers in the Stack.

For example, if you had an Effects Stack with the original and three Effects Layers applied, you could go back to the first Effect by selecting it in the Effects Stack. The second and third Effects Layers will appear disabled and your preview will show only the results of the original with the first Effect Layer applied. You can then click on the third Effect Layer, the most recently applied, and the second and third effects will appear active again and the preview will show the results of all three effects. The results of each Effect Layer in Perfect Effects are cumulative, so the results of the first effect are passed to the second effect and so forth.

It is best to work with Perfect Effects in a step-by-step process, knowing that the results from each step are the starting point for the next effect. This means that when selecting the effects to apply, think about the workflow order you use.

It is best to make color and tonal adjustments first, followed by special effects and finish with final touches such as vignettes and sharpening. Thinking of the proper steps to add effects in Perfect Effects will give you better and faster results.



Changing the Current Effect

When you start in Perfect Effects, there will be an empty Effect Layer on top of your original. Your original is at the bottom of the Effect Stack. To add an effect to the empty Effect Layer, select it first, then click on an effect thumbnail in the Effects Browser. You can change the effect in an Effect Layer by clicking a different effect thumbnail in the Effect Library.

Adding Effects

To add another Effect Layer so you can stack multiple effects, click the Add button at the bottom of the Effects Stack. This creates a new empty Effect Layer. Then select another effect from the Effect Browser.

You can also double-click on an effect in the Effect Browser to place it in the current Effect Layer and add a new empty Effect Layer above it.

Hiding Effects

An effect may be temporarily hidden or revealed by pressing the Eye icon next to the effect in the Stack. When you hide an effect, you are not removing it from the Stack. You can reveal it again anytime. Keep in mind that hiding an effect in the middle of the Stack may take a moment to re-render and update your preview.

Changing Effect Order

Effects may be reordered in the Stack by clicking and dragging them into the desired position. Reordering effects can have a huge difference on the results of the image. Reordering effects will cause the Stack to re-render which may take a few moments.

Deleting an Effect

You remove an effect by selecting it and pressing the Delete button at the bottom of the Effects Stack or by pressing the delete key on your keyboard.

Tip: You can clear all the effects from the Frame Stack at once by option (alt on Windows) clicking on the delete button.

Adjusting the Amount

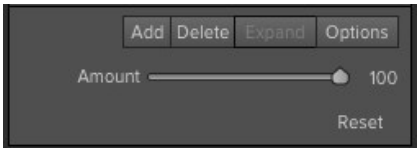
The Amount slider controls how the selected effect blends with the previous effect or the original image. You adjust the amount for any effect by selecting it and then adjusting the Amount slider. Adjusting the Amount slider effectively adjusts the strength, or opacity of an effect. For example, if you add a black and white conversion effect, sliding the amount down will reveal some of the color from the previous state. Usually, the Amount slider will be set to 100% when you add an effect, however with some effects like vignettes and soft focus effects, it may be set at 50%.

Adjusting the Amount slider to greater than 50% will make the effect stronger, while adjusting it to less than 50% will make the effect weaker.

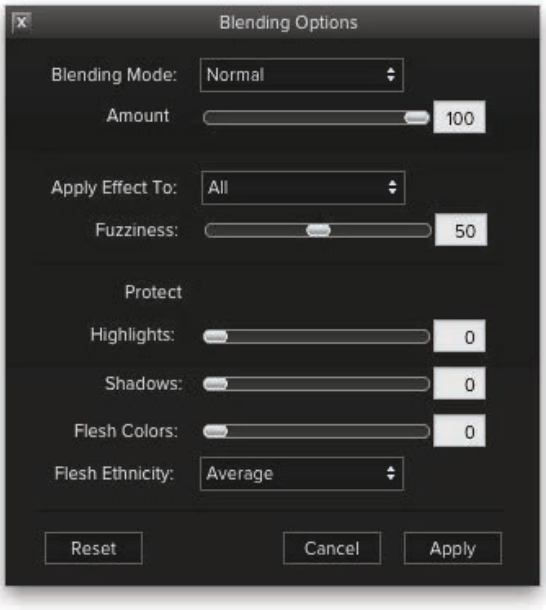
Expanding a Preset

If your current Effect Layer contains a user-created preset you can expand it, revealing all the steps (Effect Layers) in the preset. This allows you to adjust the strength, blending options or Effect Options for each Effect Layer. A preset will be labeled in italics and the expand button will be enabled.

Blending Options



Selecting the Options button will bring up the Blending Options window. This window offers advanced blending options between effects.



The blending options controls are:

Blending Mode: A pop-up list of blending modes. The list includes normal, lighten, darken, screen, multiply, softlight, hardlight, overlay and color.

Amount: The Amount control is reproduced here for convenience. Amount is measured in percentage with a range from zero to 100.

Apply Effect To: A pop-up list of color or tonal ranges will appear, only one may be selected. The options are; all, highlights, midtones, shadows, reds, greens, blues, magentas, cyans, yellows, flesh colors, vivid colors and neutrals. This applied effect creates a selection based on the lightness, hue, or saturation range specified. There is a Fuzziness slider associated with this control that adjusts the hardness or precision of the selection. The range is zero to 100.

Protect: The protect sliders are used to remove an effect from a specific color or tonal range. The sliders are; highlights, shadows and flesh colors. The selection created should be feathered and appear natural. The default for these sliders is zero; the range is zero to 64. The range for Flesh Colors is zero to 100.

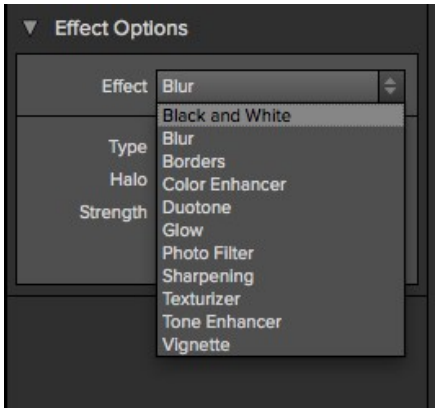
Flesh Ethnicity: These select the range of colors used for the flesh color options above. The ethnicity ranges include; Caucasian, African, Latin, Asian, Middle Eastern and All.

Reset: This resets all settings to the original default settings.

Using Effect Options

Perfect Effects has its own image-processing engine. This allows you to control the settings for many effects down to the smallest detail.

There are eleven base filters that do all the work in Perfect Effects. Stacking and blending these filters will create different effects. These filters are accessed in the Effect Options pane.



The filters are:

- Black and White
- Blur
- Borders
- Color Enhancer
- Duotone
- Glow
- Photo Filter
- Sharpening
- Texturizer
- Tone Enhancer
- Vignette

Many effects in the Effect Browser are basic effects for a single filter. When you select the effect in the Browser, the Effect Options pane will switch to the correct filter and will show the settings used. You can then adjust the settings as needed.

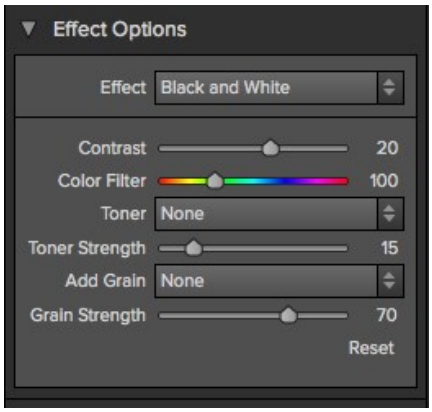
Some of the effects in the Library are complex factory effects that use multiple filters simultaneously. When you select one of these, the Effect Options will display Custom. Factory created presets can be masked. They can also have their amount, and blending options adjusted.

User created presets will also appear as a preset in the Effect Options pane. You can expand a user preset into the Effect Layers that created it by pressing the Expand button at the bottom of the stack. You can then adjust the effect options for each Effect Layer.

Filter Controls

Black and White

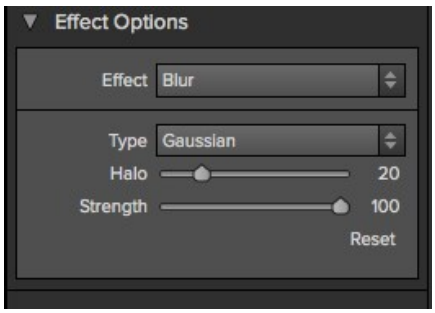
The black and white effect is used to turn a color image into a monochromatic image.



- Contrast: Increases or decreases the global contrast
- Color Filter: Simulates placing a colored filter over your lens when photographing with black and white film. It works like a channel mixer, choosing the percentage of each channel to use.
- Toner: A drop-down list of darkroom toners which add a subtle color tint to the image.
- Toner Strength: Adjusts how strong the toner is.
- Add Grain: A drop-down list of Film Grains from popular black and white films.
- Grain Strength: Adjusts the strength, or amount of film grain.

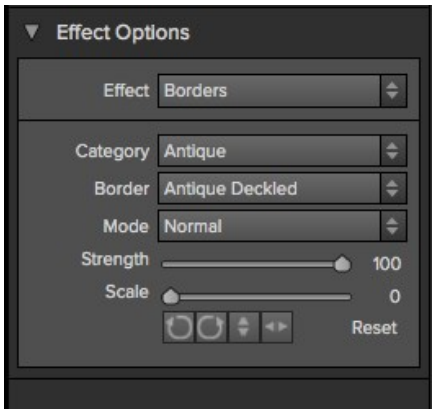
Blur

The blur filter contains three options for blurring the image. These options are Gaussian, Radial and Surface.



- Type: Select the type of blur
- Halo: Adjust the halo, or blur radius.
- Strength: Adjusts the blur strength or opacity.

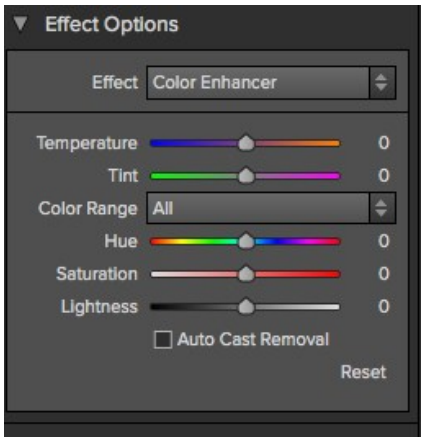
Borders



Adds authentic looking borders.

- Category: Sets the category of border.
- Border: Select which border to add.
- Mode: Sets the blending mode for the border.
- Strength: Sets the strength or opacity.
- Scale: Changes the size of the border.
- Rotate & Flip: Rotates or flips the border.

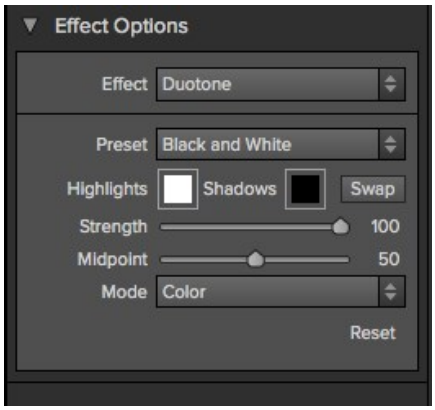
Color Enhancer



The color enhancer can be used to control the saturation or vibrancy of colors in the image. This can be done on a global basis (All) or per a range of colors.

- Temperature: Adjusts the warmth of the image.
- Tint: Shifts the hue between green and magenta
- Color Range: Select which color range to adjust.
- Hue: Adjusts the hue of the selected color range.
- Saturation: Adjusts the saturation of the selected color range.
- Lightness: Adjusts the lightness of the selected color range.
- Auto Cast Removal: When enabled, any color cast in the image is detected and removed.

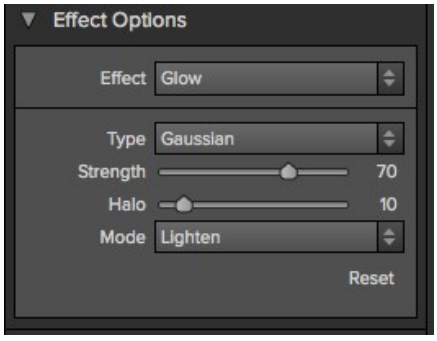
Duotone



The duotone filter is a gradient map that tints the dark and light portions of the image in different hues. This is used to age an image and give it an antique or vintage look.

- Preset: A drop-down menu with a selection of duotone presets.
- Highlights: Sets the highlight duotone color.
- Shadows: Sets the shadow duotone color.
- Strength: Sets the strength, or opacity of the effect.
- Midpoint Sets the transition between the highlight and shadow color.
- Mode: Sets the blending mode of the duotone layer.

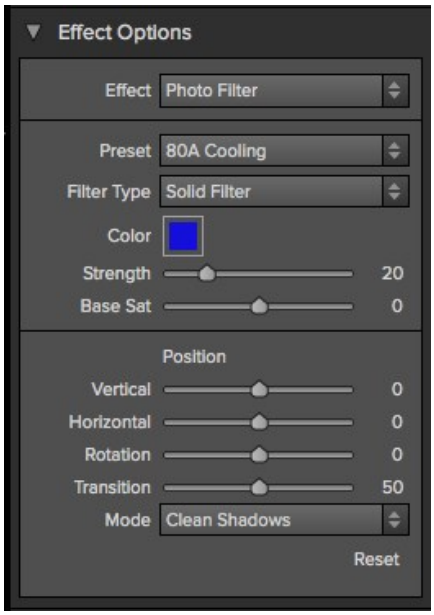
Glow



The glow filter contains three options for adding a glow the image. These options are Gaussian, Radial and Surface.

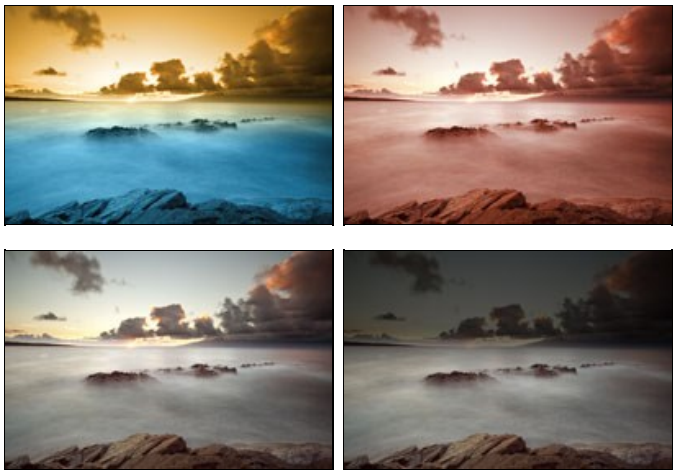
- Type: Select the type of blur
- Halo: Adjust the halo, or blur radius.
- Strength: Adjusts the blur strength or opacity.
- Mode: Sets the blending mode of the glow layer.

Photo Filter



This filter recreates solid color filters like warming and cooling. It also creates gradient filters like neutral density and bicolor filters. Bicolor filters are different colors on each side of a divide.

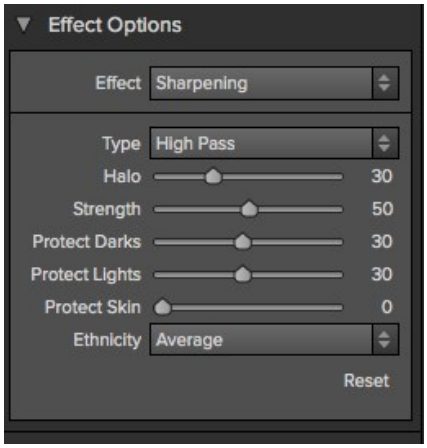
Below are examples of these types of filters.



Here are the filter's options:

- Preset: A drop-down menu with filter presets.
- Filter Type: Sets the filter type; Solid, graduated or bi-color.
- Colors: Color wells for setting the filter color.
- Strength: Sets the strength, or opacity of the filter.
- Base Saturation: Adjusts the saturation of the underlying image.
- Position: There are controls for adjusting the position, rotation and transition (hardness).
- Mode: Sets the blending mode.

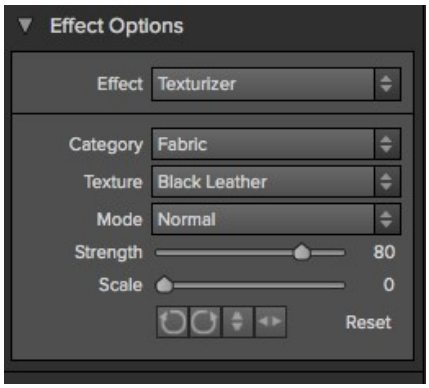
Sharpening



The sharpening effect adds a touch of sharpness to compensate for a moving subject, out of focus camera, or for an illustrative effect.

- Type: Sets the type of sharpening; Progressive, High Pass or Unsharp Mask
- Halo: Sets the halo or radius.
- Strength: Sets the amount of sharpening.
- Protect: There are three sliders for adjusting the amount of protection for the Darks, Lights and Skin colors.
- Ethnicity: A drop-down menu to select the ethnicity of the skin to protect.

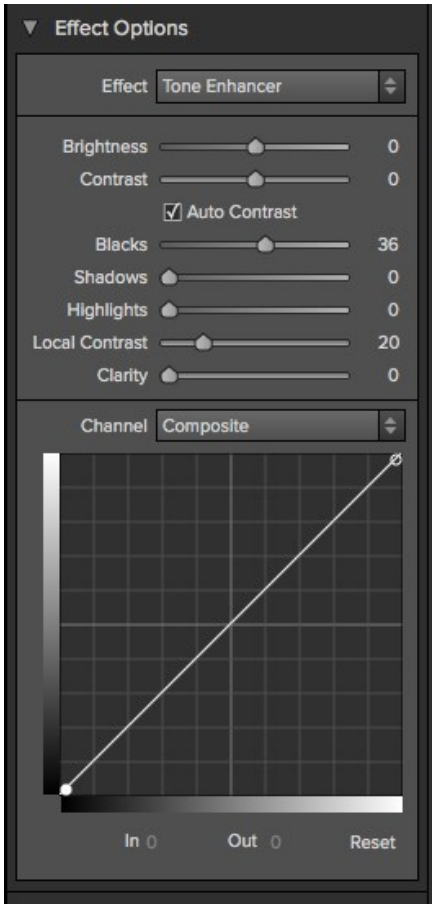
Texturizer



This places textures over the image to add a stylized look. When loading a texture file, it will be rotated automatically to match the orientation of the destination image layer. The user can override the rotation with the rotate and flip tools.

- Category: Sets the category of texture.
- Border: Select which texture to add.
- Mode: Sets the blending mode for the texture.
- Strength: Sets the strength or opacity.
- Scale: Changes the size of the texture.
- Rotate & Flip: Rotates or flips the texture.

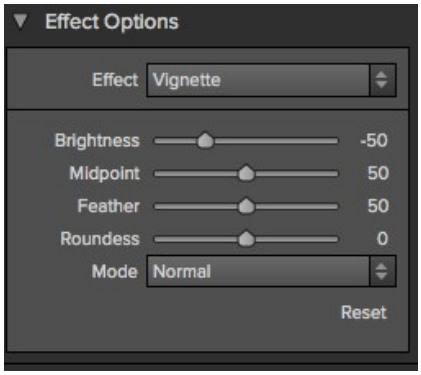
Tone Enhancer



The tone enhancer controls the brightness and contrast, or tone of the image.

- Brightness: Adjusts the global brightness.
- Contrast: Adjusts the global contrast.
- Auto Contrast: When enabled, this sets the black and white clipping points automatically, improving the contrast range.
- Blacks: Sets the black clipping amount.
- Shadows: Lightens the shadows to recover detail.
- Highlights: Darkens the highlights to recover overexposed areas.
- Local Contrast: Increases the detail in the image.
- Clarity: Enhances large edges to add clarity.
- Curves: The curves dialog is powerful, advanced tool to adjusting contrast and color.

Vignette



The vignette control allows the user to darken or lighten the edge of the image.

- Brightness: Adjusts the brightness of the vignette, either dark or light.
- Midpoint: Adjusts the size of the vignette.
- Feather: Sets the feather, or hardness.
- Roundness: Changes the shape from round to square.
- Mode: Sets the blending mode.

Using the Masking Tools

Perfect Effect users can choose the Masking Brush or Masking Bug to selectively apply each effect to the image. This opens a whole new world of control for Perfect Effects. Using the Masking tools is just like using a layer mask in Photoshop to hide or reveal the effect in specific, user-defined areas of the image. The Masking tools even support pressure-sensitive Wacom tablets for the ultimate in control.

You can think of masking as painting with black paint on white paper.

A white mask reveals all the effect that the mask is attached to. An all white mask is considered blank or empty and shows all the selected effect. As you use the masking tools, you are adding black paint (Paint-Out mode). Where you paint with black you are hiding the current effect, allowing the effect(s) under it to show through. Think of it like cutting a hole in the mask. If you make a mistake, you can switch your paint color to white (Paint-In mode) and paint the effect back in like an eraser. When you paint you have more than just white or black, but any shade of gray in between depending on the opacity of the brush. Shades of gray partially hide the layer, blending the layers together.

Each effect layer in Perfect Layers has a mask automatically added to it. This allows you blend each effect differently.

There are several global masking options that can be accessed from either the masking tools Tool Options Bars or the Masking Menu. They affect the entire mask on the selected effect layer.

Reset Mask

Reseting a mask returns it to all white. The entire layer is visible.

Invert Mask

Invert swaps the white for black and black for white. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area.

Copy and Paste Mask

Perfect Layers allows you to copy the mask from one effect layer to another. This is handy if you have painted a complex mask on one layer for an adjustment and you wish to use the same mask on another layer for a different adjustment. To copy or paste a mask, use the Copy Mask and Paste Mask commands from the Masking menu.

Paint-In Effects

Some of the effects in Perfect Effects are designed to be painted-in. When you add them to your image, you will not see the image change, but the Masking Brush will be selected automatically. Simply paint where you would like the effect to be applied.

You can identify Paint-In effects by the paint-brush icon in the upper left corner of the thumbnail. Most of the Paint-In effects are located in the Basic Brushes category.

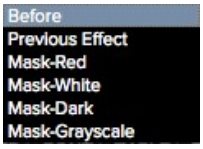
Mask Modes

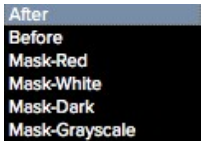
Mask Mode allows you to view your image mask in several ways.

The drop-down menu for Mask View Mode is located at the bottom of the Preview Window.

A close-up of the Mask View Modes

- **Before:** Shows the original image with no effects applied.
- **After:** Shows the image with the current effect stack applied.
- **Previous Effect**: Shows the previous effect results so you can compare just your current effect.
- **Mask-Red:** Shows the mask of the current effect layer in a red overlay.
- **Mask-White:** Shows the mask of the current effect layer in white.
- **Mask-Dark:** Shows the mask of the current effect layer in as a dark overlay.
- **Mask-Grayscale:** Shows the mask of the current effect layer in black and white.





Mask View allows you to view the mask for each effect layer that you have created with the Masking Brush and Masking Bug. You can view the mask in several modes, which are accessible from the Masking menu or from the Mask View drop-down in the bottom left of each preview pane. Below are examples of the different mask view modes. You can toggle the mask view on and off with the control (Mac OSX) or control (Windows) + M keyboard shortcut.

Mask-Red
The masked area appears as 50% red. This is similar to the Quick Mask view in Photoshop.

Mask-White
The masked area appears as solid white.

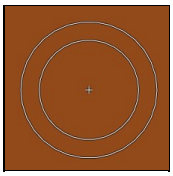
Mask-Dark
The masked area appears as 90% black.

Mask-Grayscale
The masked area appears as black. The unmasked areas appear as white. This is the same as viewing a layer mask in Photoshop.

Using the Masking Brush

The Masking Brush: The Masking Brush functions like a brush tool for masking layers.

The Masking Brush is one of two tools in Perfect Effects for masking effects. When you select the Masking Brush, your tool icon changes to a circle that represents the size of the brush. It may also appear as two concentric circles (see below), indicating the inner hard edge and outer soft edge of the brush if the feather control is set above zero. There is also either a plus or minus in the center of the brush. Minus means the brush mode is set to paint-out, plus means it is set to paint-in.



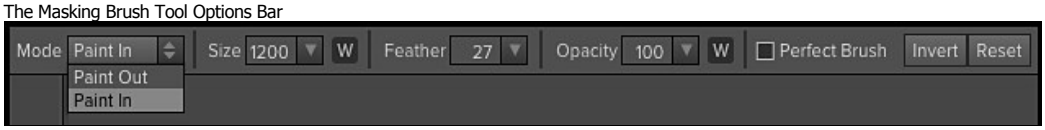
How to use the Masking Brush

To use the Masking Brush, select it in the tool well. Make sure you are on the effect you wish to hide. Then check your brush mode and confirm it is set to Paint-Out. You are ready to mask now, simply paint on the image in the areas you wish to hide. As you brush, you will see the underlying effect(s) appear. If you make a mistake while brushing you have several options to correct them:

- First you can use the Undo command from the edit menu. This will undo the last brush stroke you created.
- You can toggle the paint mode to Paint-In and brush over your mistake.

How to control the Masking Brush

The Masking Brush Tool Options Bar



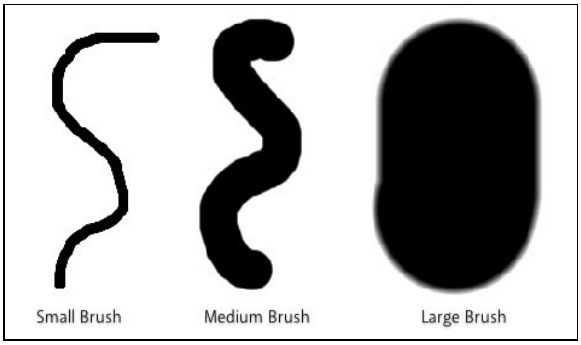
Paint Mode
The paint mode controls is you are Painting-Out (hiding the effect) or Painting-In (restoring the effect). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out. If the icon is a plus, you are painting-in. You can change the mode in the Tool Options Bar, or by pressing the X key, or by holding down the option (alt) key temporarily.

Invert Mask
Invert swaps the hidden areas for the visible areas. What was hidden is no revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area. You can invert the mask by pressing the Invert button in the Tool Options Bar.

Reset Mask
Reseting a mask reveals the entire layer it is associated with. You can reset the mask by pressing the Reset button in the Tool Options Bar.

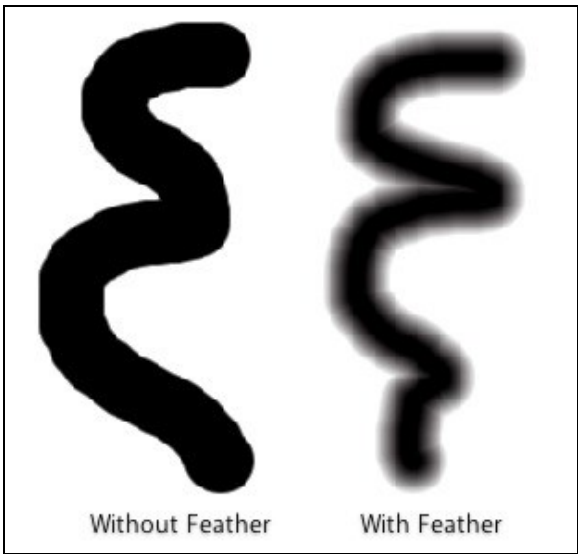
Brush Size
You can control the size of the brush using the Size pop-up in the Tool Options Bar. You use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. To the right, you can see examples of brush strokes at varying sizes. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options Bar.
- Use the left and right bracket keys ([ ]).
- Use the mouse scroll wheel (preferences must be set to this).
- Use your Wacom pressure sensitive tablet.



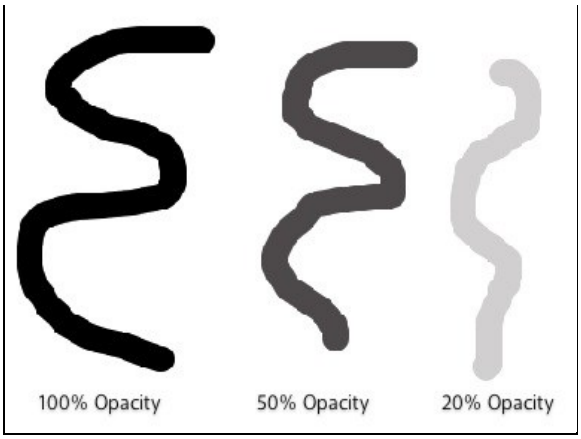
Feather
You control the amount of feathering or hardness of the brush by using the Feather pop-up in the Tool Options Bar. The feather has a range from 1 to 100 percent. You use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush at fit to screen for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. To the right you can see examples of different feather options. You can control the size of the brush several ways:

- Use the Feather pop-up in the Tool Options Bar.
- Use the shift + left and right bracket keys ([ ]).



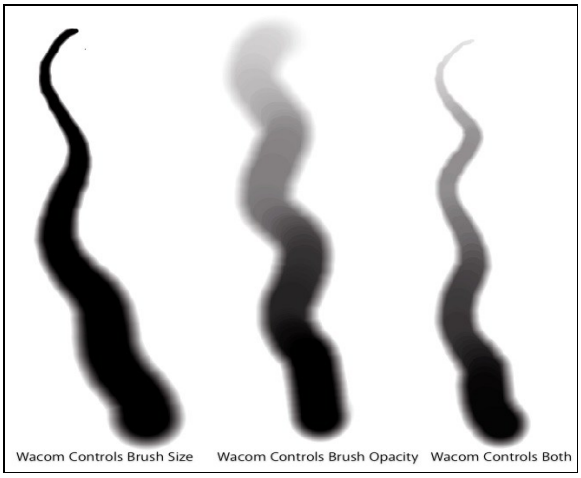
Opacity
You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options Bar. Think of the opacity as the shade of gray you are painting with. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options. You can control the size of the brush several ways:

- Use the Opacity pop-up in the Tool Options Bar.
- Use the option (Mac OSX) or alt (Windows) + 0-9 keys.
- Use your Wacom pressure sensitive tablet.

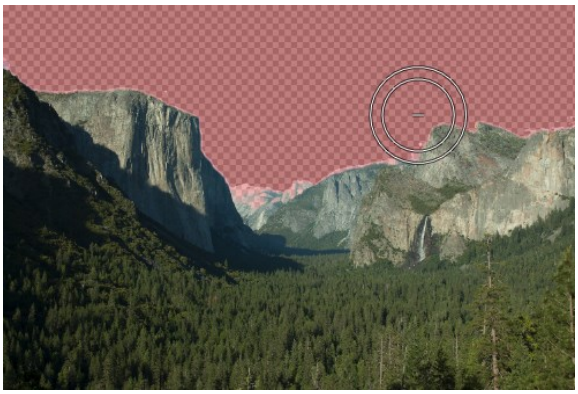


Wacom® Controls
Perfect Layers supports pressure sensitive Wacom tablets. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. Click on the W button next to each control in the Tool Options Bar to activate the pressure sensitive controls.

The harder you press; the greater the size or opacity will get. You can set the maximum value you want to use the Brush Size and Opacity sliders. To the right you can see examples of how pressure sensitivity can be used to control the Masking Brush.



Perfect Brush
The Perfect Brush option enables a unique, color-based, self masking technology. When enabled, as you paint with the Masking Brush it collects the colors under the center of the brush and only masks those colors. This protects the mask from being applied across edges. A great of example of using the Perfect Brush option would be to mask a sky along a horizon of mountains.



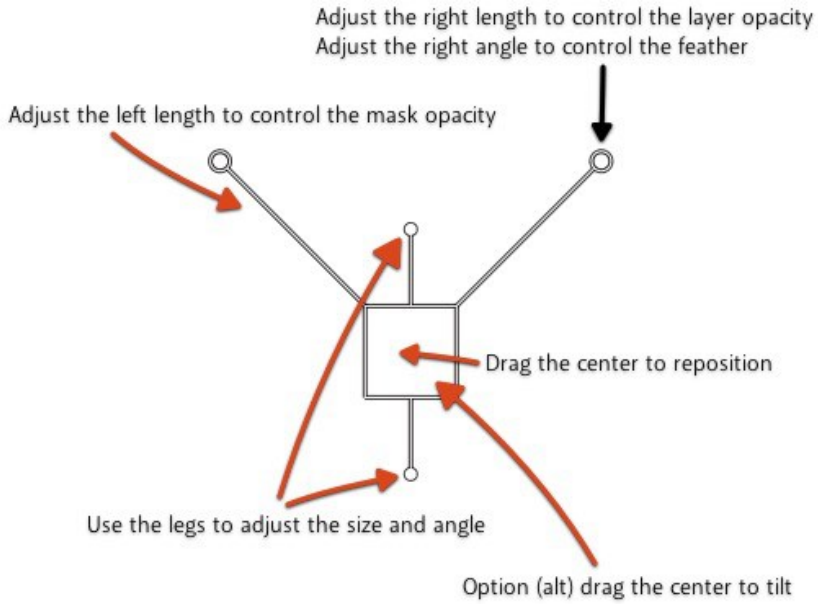
Tip: You can turn the Perfect Brush on and off using the command or control -r keyboard shortcut. You can also temporarily lock the color to remove by holding down the control key(win) or the command key(mac). This is useful when brushing through areas with a lot of openings like tree branches.

Using the Masking Bug

Masking Bug: This is used for masking effects by creating gradient masks in either a round or rectangular shape.

The Masking Bug is perfect for tasks like darkening skies, creating vignettes and graduated filters. Learning to use the Masking Bug is fast and easy. All the adjustments made with the Masking Bug are live and readjustable while using the Masking Bug... so don't be afraid to experiment with it. To use the Masking Bug, select it in the tool well. Select the effect you wish to mask. Now click the center of the area you wish to mask out. A new rectangular Masking Bug appears where you click. You can change the shape from rectangle to round by using the Shape pop-up menu in the Tool Options Bar.

Adjusting the Masking Bug



Learning to use the Masking Bug is easy and fun. Start by adding a Masking Bug to a layer and then set the Mask View mode to Mask - Grayscale. This will let you see the Masking Bug in simple black and white.

- Start by moving the Masking Bug. Click and drag inside the center square or circle.
- Now change the size and angle by clicking and dragging on the the legs. The legs are the shorter limbs with closed terminals. As you pull the legs the bug gets larger. As you twist the legs the Masking Bug rotates.
- Now adjust the feather by changing the angle of the right antenna. The antennas are the longer limbs with the open terminals.
- The right antenna length changes the opacity of the current layer. You won't see any change when the grayscale mask preview in on.
- The left antenna length controls the opacity of the Masking Bug.
- Finally tilt the Masking Bug by holding down the option (Mac OSX) or alt (Windows) key and click and drag in the body. This will tilt the plan of the bug in 3D. You can use this to change the feather or shape of the Masking Bug. To reset the angle, hold the option or alt key and double-click in the body.
- You can adjust the Masking Bug while the Masking Bug tool is selected. When you change layers or switch to another tool the mask created by the Masking Bug is rendered. If you want to use the Masking Bug again on the same layer the old Masking Bug will be replaced and you simply start again.

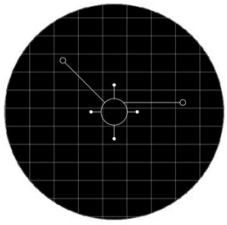
Masking Bug Tool Options

Below is the Tool Options Bar that contains the controls for the Masking Bug.

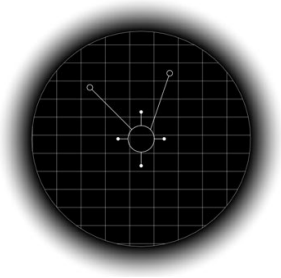
Feather
You can control the amount of feathering or hardness of the edge of the Masking Bug using the Feather Slider. The feather has a range from 1 to 100 percent. You use a small feather to create a hard edge, a soft feather for a larger, softer transition. To the right you can see examples of different feather options.

You control the feather by:

- Using the Feather Slider in the tool options bar.
- Changing the angle of the right antenna.



Hard Feather 0%

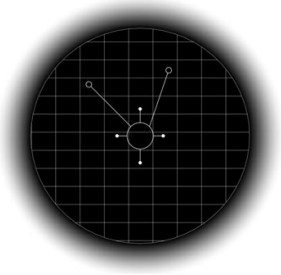


Soft Feather 50%

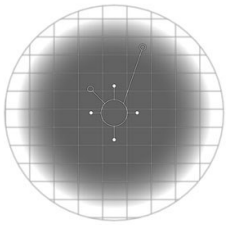
Opacity
You can control the opacity, or strength of the Masking Bug with the Opacity Slider. The opacity has a range from 1 to 100 percent. You use a high opacity to completely hide the area under the Masking Bug. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options.

You can control the opacity several ways:

- Using the Opacity Slider in the tool options bar.
- Changing the length of the left antenna.



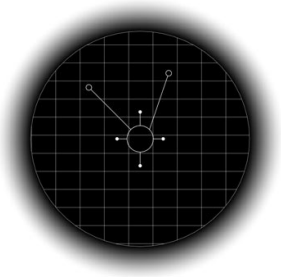
100% Opacity



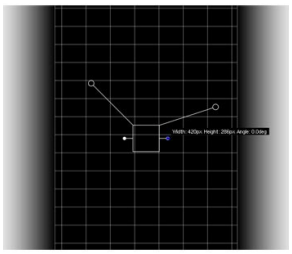
50% Opacity

Shape
This controls the shape of the masking area. You can choose none, round or rectangle.

- Use the round Masking Bug to create vignettes or soft, round masks.
- Use the rectangular Masking Bug to swap skies, add gradient filters, etc.
- Use the none option to remove an existing Masking Bug from a layer.



Round Masking Bug



Rectangular Masking Bug

Grid
This turns on or off the ability to view a grid that represents the area effected by the mask. You can also set this to Auto and the grid will appear only when making adjustments then turn off after the adjustment is made.

Invert Mask
Invert swaps the white for black and black for white. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to remove what is outside the Masking Bug rather than what is contained within. You can invert the mask with the command (Mac OS X) or control (Windows) i keyboard shortcut.

Reset Mask
Reseting a mask returns it to all white. The entire layer is visible.

Retouching the Masking Bug

You can retouch the Masking Bug with the Masking Brush. The mask created by the Masking Brush sits on top of and overrides the Masking Bug.

- You can add to a Masking Bug with the Masking Brush when the paint mode is set to Paint-Out.
- You can subtract from a Masking Bug with the Masking Brush when the paint mode is set to Paint-In.

Masking Bug View Options
There are several options for viewing the Masking Bug, located in the Mask Menu:

- **Masking Bug Tool Opacity**: Not to be confused with the opacity of the mask. This option controls how visible the Masking Bug tool outline appears on screen. If the Masking Bug is interfering with the view of the image, you can turn it down to make it more subtle. This control has no effect on how the image itself appears.
- **Masking Bug Grid**: This allows you to turn the grid that appears under the Masking Bug on or off. Normally, it is set to Auto, where the grid will appear while you are adjusting the Masking Bug only.

Presets

Presets store the Effect Stack and all of the settings you can adjust in the the control panels on the right. Presets are a fast and easy way to get consistent results. You can save your own presets for batch processing or for simply reproducing your look when retouching.

Using a Preset

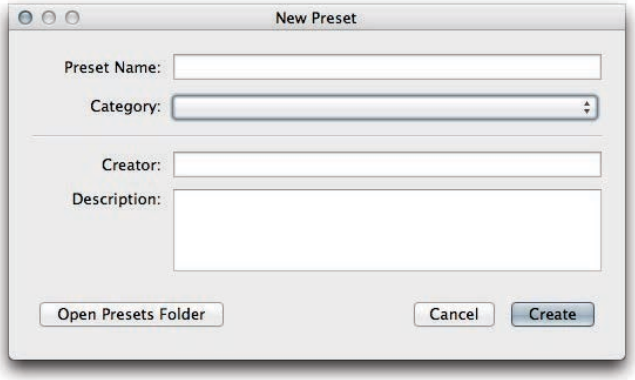
Using a preset is simple, just click on it in the Preset Browser.

Saving a Preset

Saving a preset is simple. Once you have your settings that you wish to save, go to the Preset menu and select Save Preset.

The New Preset dialog will appear (shown to the right). There are several fields to complete including the preset name, the category, creator and description.

In the category pull-down you can select which existing category the preset should saved into. You can also create a new category this way by selecting new category from the bottom of the list.



You can edit a preset's name, creator or description by selecting it and then selecting Edit Preset Info from the Preset menu. If you want to edit the settings in a preset, load it into, make your adjustments and then re-save the preset with the same name and location.

Deleting a Preset

You can remove a preset from Perfect Effects if you no longer want to have access to it. To remove a preset, follow these steps:

1. Open Perfect Effects.
2. Select the preset you wish to remove in the preset browser.
3. Select Delete Preset from the Preset menu.

Importing & Sharing Presets

You can import presets you have downloaded from the onOne website using these steps.

1. Download the preset pack from the onOne website. It should have a .ONPreset extension.
2. Double-click on the preset pack, it will install the presets into a category named the same as the preset pack.

That's it, next time you use Perfect Effects the new presets will be located in the My Presets tab, in a category named after the preset pack. You can delete the files you downloaded, they have been copied into Perfect Effects.

You can share presets like you would share any other file, such as email or posting them to a website. First you need to find the preset files. The easiest way it to open Perfect Portrait, then from the Preset menu select Show Presets Folder. A Finder (Mac) or Explorer (Win) window will open and will display the presets folder. In the presets folder are sub-folders for your preset categories. Inside each sub-folder are the individual preset files, with a .ONEffects extension. You can copy these presets to another computer, attach them to an email or post them on a website.

Menus

Perfect Effects

About Perfect Effects: Opens the about box. This dialog contains your serial number, version number and information on contacting onOne Software for support.

Preferences: Opens the preferences dialog.

Quit: Quits the application.

File

Apply: Applies the current effect Stack and options to your image and returns to the host application.

Cancel: Cancels Perfect Effects and returns back to the host application with no changes.

Edit

Undo: Reverses the last user action.

Redo: Reapplies the last user action if it has been undone.

Undo Stroke: If the last action was a brush stroke, this reverses the entire brush stroke.

Redo Stroke: If your last action was an undo of a Brush Stroke, this reapplies the entire stroke.

Cut: Cuts the current text into the clipboard.

Copy: Copies the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the floating palette controls back to their default settings.

Preferences (Windows Only): Opens the Perfect Effects preferences dialog.

Mask

Invert Mask: Inverts the mask, what was hidden is revealed and vice versa.

Reset Mask: Resets the mask to plain white.

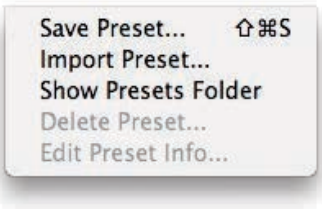
Copy Mask: Copies the mask.

Paste Mask: Pastes the mask.

Masking Bug Tool Opacity: Sets the opacity of the Masking Bug tool overlay. This has no effect on the image, just how obvious the Masking Bug tool is on screen.

Masking Bug Grid: Sets the grid mode for the Masking Bug.

Preset



Save Preset: Saves the current Effect Stack as a new preset.

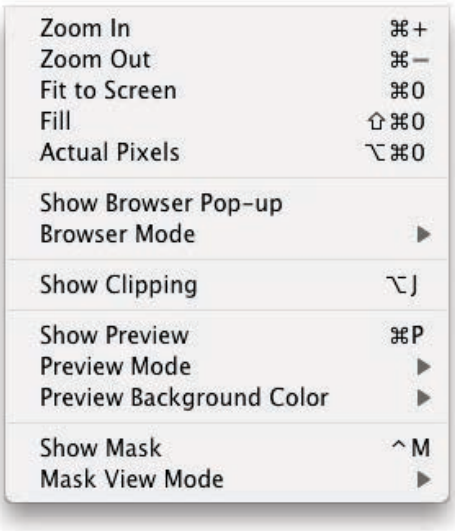
Import Preset: Opens the import preset dialog to help you import presets you have downloaded.

Show Presets Folder: Opens a Finder or Explorer window showing the presets folder.

Delete Preset: Deletes the current preset.

Edit Preset Info: Opens the preset dialog so you can edit the name, author or description information.

View



Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview image smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Fill: If the target layer is smaller than the canvas size, it sets the zoom to fill the preview with the target layer.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Show Browser Pop-up: Enables the browser pop-up window.

Browser Mode: Allows the user to select how the Browser Library displays the categories.

Show Clipping: Shows the clipping overlay view, which over-rides the current mask view.

Show Preview: Toggle to enable or disable the preview.

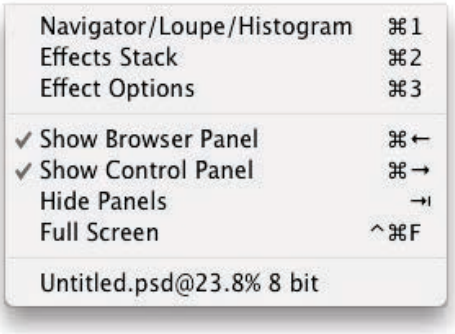
Preview Mode: Allows the user to switch preview modes.

Preview Background Color: Toggles the background color options.

Show Mask: Allows the viewer to see the mask.

Mask View Mode: Allows the user to select the various mask modes.

Window



Navigator/Loupe/Histogram: Hides or shows the Navigator, Loupe/ Histogram pane.

Effects Stack: Hides or shows the Effects Stack pane.

Effect Options: Hides or shows the Effect Options pane. Effect Options is only available in Advanced mode.

Show Browser Panel: Hides or shows the Browser Panel.

Show Control Panel: Hides or shows the Control Panel.

Hide Panels: Hides or shows all Panels.

Full Screen: Toggles to and from full screen mode.

Document Name: Shows the name, zoom level and bit depth of the open image.

Help

Search: Mac OSX only. Searches the menus options.

Perfect Effects Online Help: Opens this html Help in your default web browser.

Video Tutorials: Opens the online Video Tutorial in your default web browser.

Getting Started: Opens the getting started overlay.

Show Keyboard Shortcuts: Opens the keyboard shortcut inspector.

Perfect Inspiration: Takes you to the Perfect Inspiration web site.

Check for Updates: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

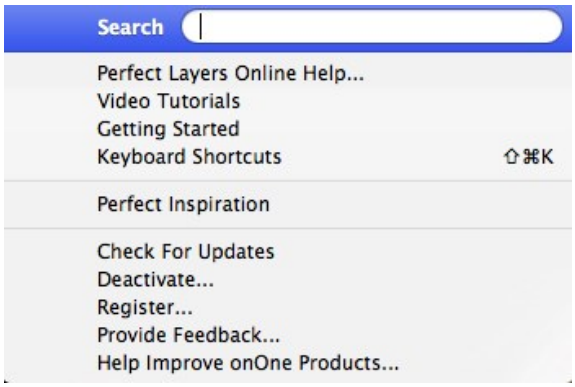
Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

Registration: Opens the default web browser and navigates to the registration page of the onOne website.

Provide Feedback: Opens the default web browser and navigates to the feedback page of the onOne website.

About Perfect Effects (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve onOne Products: Opens the Improve onOne Products dialog.



Keyboard Shortcuts

Perfect Effects has many keyboard short-cuts to make it faster to access common buttons and menu items. It also uses many of the keyboard shortcuts that Photoshop uses, making it intuitive to learn. Here is a list of the most commonly used keyboard shortcuts:

Action	Mac	Win
Apply	cmd s	ctl s
Cancel	esc, cmd w, cmd .	esc, ctl w
Save Preset	cmd shift s	ctl shift s
Preferences	cmd ,	ctl k
Undo	cmd z	ctl z
Redo	cmd shift z	ctl shift z
Cut	cmd x	ctl x
Undo Stroke	cmd opt z	ctl alt z
Redo Stroke	cmd shift opt z	ctl shift alt z
Copy	cmd c	ctl c
Paste	cmd v	ctl v
Reset All	cmd opt z	ctl alt z
Open/Close Navigator	cmd 1	ctl 1
Open/Close Effect Stack	cmd 2	ctl 2
Open/Close Effect Options	cmd 3	ctl 3
Hide Browser Panel	cmd left arrow	ctl left arrow
Hide Control Panel	cmd right arrow	ctl right arrow
Hide Panels	tab	tab
Fullscreen Mode	cmd ctl f	F11
Select Pan Tool	h	h
Select Zoom Tool	z	z
Select MaskingBrush	b	b
Select MaskingBug	n	n
Zoom-In	cmd + or cmd =	ctl + pr ctl =
Zoom-Out	cmd -	ctl -
1:1	cmd opt 0	ctl alt 0
Fit to Screen	cmd 0	ctl 0
Fill with layer	cmd shift 0	ctl shift 0
Brush Size	larger] smaller [	larger] smaller [
Brush Feather	softer shift] harder shift [	softer shift] harder shift [
Brush Opacity	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc or opt] opt [	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc or alt] alt [
Enable or Disable Perfect Brush	cmd r	ctl r
Toggle Brush Mode	x opt	x alt
Show Mask	ctl m	ctl m
Preview on/off	cmd p	ctl p
Preview Modes - Single Image - Left/Right - Left/Right Split - Top/Bottom - Top/Bottom Split	 cmd Y cmd L cmd opt L cmd T cmd opt T	 ctl Y ctl L ctl opt L ctl T ctl opt T
Show Quick View Browser	cmd up	ctl up
Change Effect Layer Strength	number keys 1 - 10% 2 - 20% etc	number keys 1 - 10% 2 - 20% etc

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